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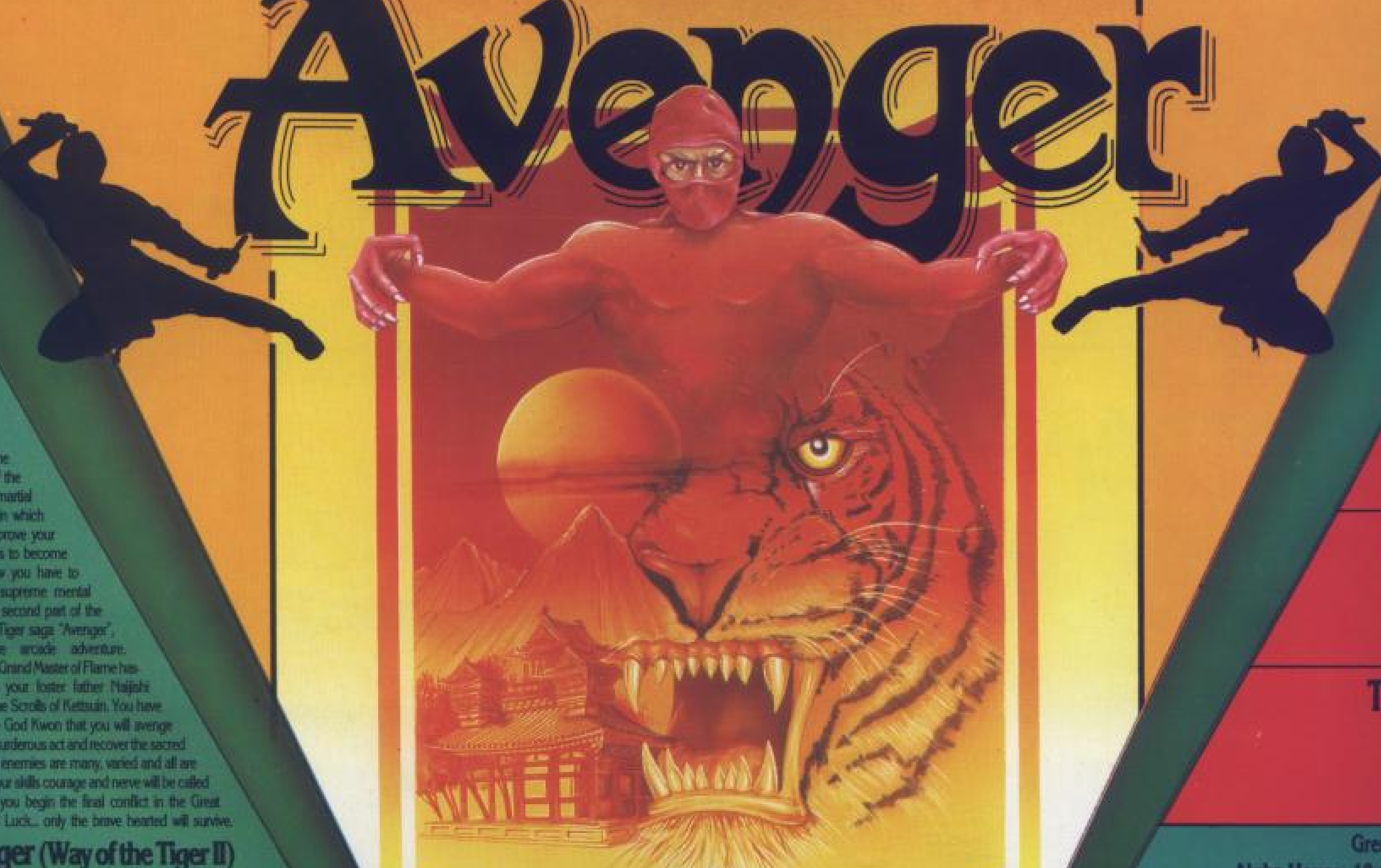


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Trailblazer

inside



Cover Illustration : Nick Davies

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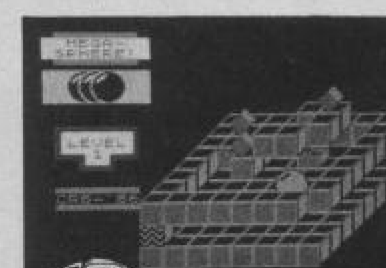
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FRONTL



At Mikro-Gen's fifth birthday celebrations Mike Meek said, 'Let them eat cake.' So they did and got really fed up. Haw haw!



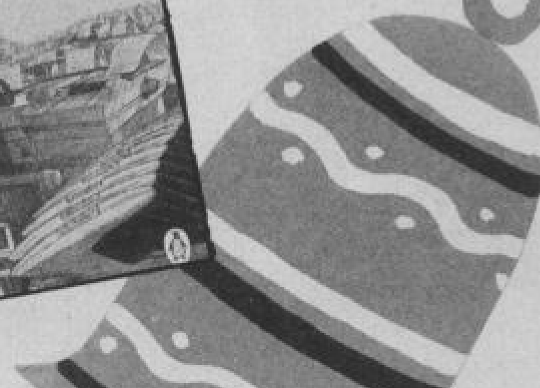
Hah! Were you a fan of that Program Power megagame *Bubble Trouble?* You were? Oh, great, 'cos you're in for a real treat this issue. We've got a sequel! *Mega-Sphere — Bubble Trouble II* can be found within those pulpy pages (in the centre of the mag) that you've come to know and love. Sends a little shiver up your spine, doesn't it?



Right perps, up against the wall. If you're not looking to do a ten stretch in the Isocubes, you'd better listen and listen good. It seems that someone has written a game about me called *Judge Dredd*, in which I have to sweep aside the crime in Mega City 1. That means bringing perps like you to justice. And don't think I won't hesitate to use my Lawgiver if any of you so much as breathes. I want to know who's done this? What's that? Speak up, mutie. Melbourne House is it? Drokk! Someone will pay for this and £8.95 sounds just about right.



This is the story of Uncle Clive and his rise to fame, fortune and C5's! It's informative, interesting and, among other things, contains quotes from those two mis-spelt youths of *YS*, Max Philips and Roger Mumford (sic, and getting sicker if you ask us). Get it from your bookshop now — a mere £3.95 for the privilege!

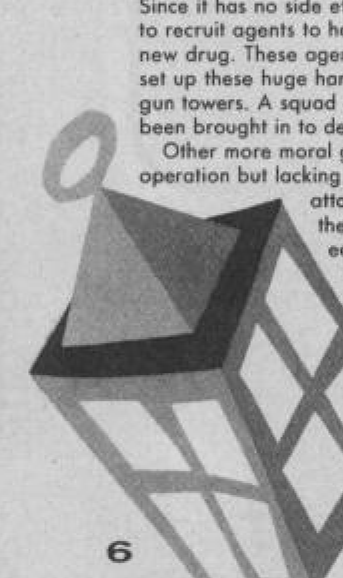




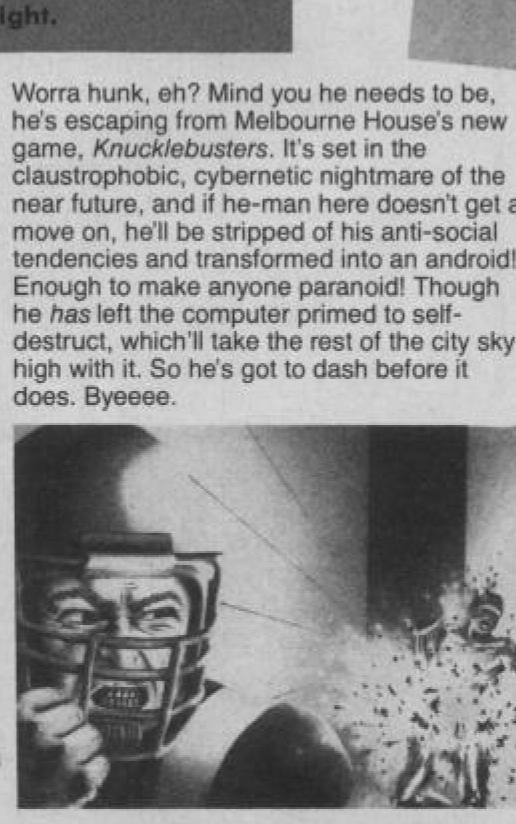
Time: 24th Century. Place: An outer world colonisation called Naibmoloc. A new control drug called Sky has been discovered in 70 percent of the planet's trees. Since it has no side effects the government has decided to recruit agents to harvest, process and smuggle this new drug. These agents, known as Sky Runners, have set up these huge harvesters and built huge defence gun towers. A squad of ruthless Sky Bikers have also been brought in to defend the Sky Running.

Other more moral governments have heard of this operation but lacking the strength and proof to openly attack Sky Running they've recruited their own Runner Squad each equipped with three bikers to sabotage the operations. And this is where you come in... Spaced out! That's what *Frontlines* reckons. Cascade's *Sky Runner* costs £9.95 and is out now!





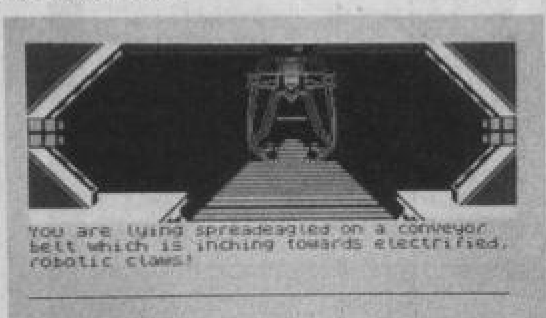
Worra hunk, eh? Mind you he needs to be, he's escaping from Melbourne House's new game, *Knucklebusters*. It's set in the claustrophobic, cybernetic nightmare of the near future, and if he-man here doesn't get a move on, he'll be stripped of his anti-social tendencies and transformed into an android! Enough to make anyone paranoid! Though he *has* left the computer primed to self-destruct, which'll take the rest of the city sky-high with it. So he's got to dash before it does. Byeeee.





You awake to find yourself on a conveyor belt, moving gradually towards a pair of giant electrified claws. You might think this is just a bad dream, but unfortunately you're gonna have to get out of this sticky situation if you want to live very long in the world of *Kayleth*. The evil tyrant has crushed your world, Zyron, and is stripping it of chromazin (a rare mineral). You're the last loyal Zyronean, and should you escape your fate on the conveyor, you have the chance to destroy Kayleth.

Kayleth was originally a short story in Asimov's Science Fiction Magazine, but now it crawls it's way onto your Spectrum as a superb animated graphic adventure game from US Gold. Berilliant!

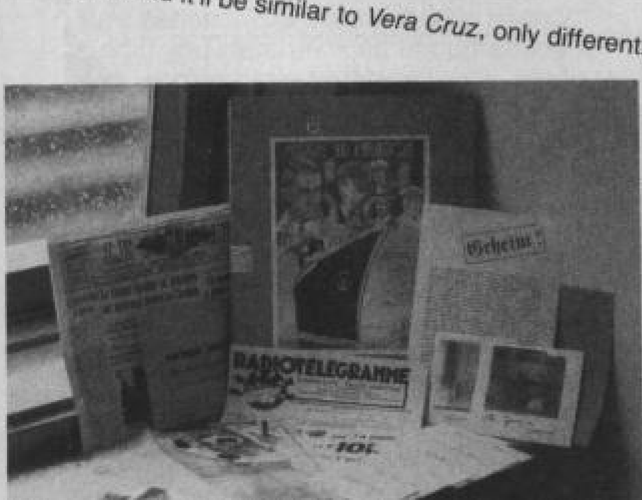




Why is Bug Byte re-releasing their 1984 opus, Alien? Answers on the back of a used writ to: Electric Dreams...



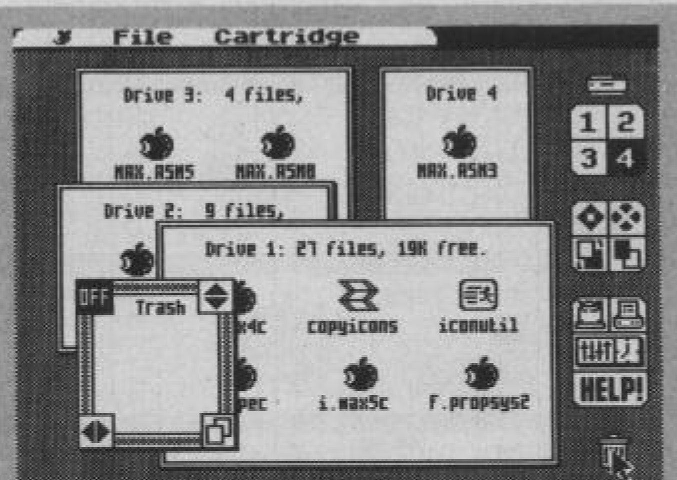
Splish, splosh, splish, splosh. Aaaarrrgh! Thud! Infogrames *Murders On The Atlantic*'s coming soon. It's set just before the WWII and it'll be similar to *Vera Cruz*, only different!



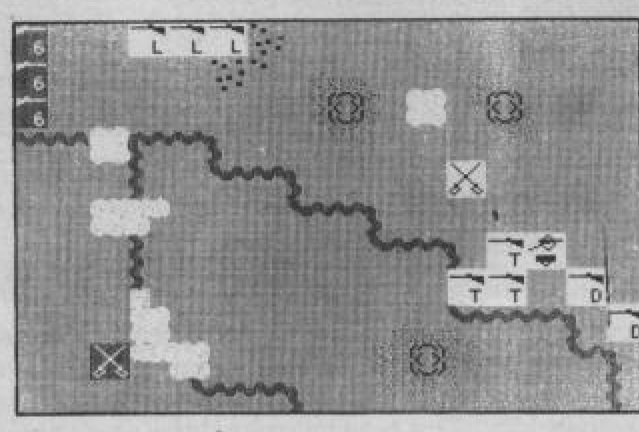
YOUNG FRANKENSTEIN MEETS DRACULA'S DAUGHTER



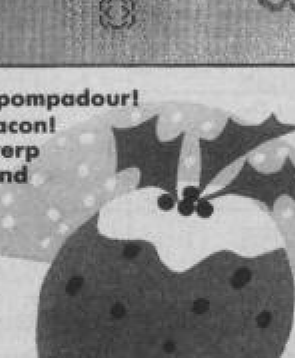
Do you ever use a handkerchief?
Sara No, I use my jeans.
T'zer I usually use someone else's sleeve.
What's the difference between Walt Disney and Bing Crosby?
Sara One might sing.
T'zer Aye, Bing sings but Walt dis nae.
What's it like being bigger than Nik Kershaw?
Sara I don't know, I don't think I am.
T'zer I can handle it...
That was an X trailer for the berilliant *Vox Pop Feature* that you'll find on page 40.



Crumbs, the Speccy is having a personality crisis — it thinks it's a Macintosh, no, not a raincoat, a computer with swizzy desktop facilities. What are the symptoms? Advanced Memory Systems' latest package the *MAX Desktop*, that's what. MAX is a complete microdrive utility that features a complete sector editor, complete catalogues of up to four microdrives, file erasing via a trash can, a notepad and much, much more. If your Speccy needs counselling phone AMS on (0925) 413501.



Sacre Bleu! Fromage de pompadour! Hamster en crout! Jim Bacon! It cannot be! Zat little twerp wis ze 'at on sideways and ze arm in ze front of 'is shirt is back! 'E is tromping 'is foul troops through ze muddy waters of ze *Battle Of Eylau*! CCS must be to blame, and at £8.95 it's ('ow you say) absolutely blimmin' amazing, innit!



T'zers...

Chocolates? No. More T'zers! Chortle chortle . . . Sade, sorry Noël, it's Slade warbling in the background, *So here it is Merry Christmas, Everybody's* . . . Phil, get off my foot, you clown! Rudolph the red-nosed reindeer's arrived — sorry, it's Ed and he's had one too many . . . *having fun*. Caroline's arrived, "Don't you just lurve the Christmas spirit, it's dead good." Especially if it's got tonic in it. *Look to the future* . . . And that's just what I'm going to do — tell you about all the brand new games that'll be out soon. Oh, I'd better warn you I'm at the *YS* Christmas party, as if you didn't know, so this could be a more riotous T'zer's than usual.

First out of Santa's sack is Madonna — derty ol' man — oh sorry, I got the wrong end of the Yule log. It's actually Maradona — **Peter Shilton's Handball Maradona** to be precise — on Argus's new Grand Slam label.

Delving into Santa's sack again . . . ugh — an old sock. This is more like it — **Stiff Lip And Co.** Sounds like a pop group. It's actually Palace Software's new release that's been written by those guys at Binary Vision and should be out next month. Wheeee . . . ain't parties fun . . . Hey, it's Ian 'I'm so wacky' Ellery from CRL strutting his funky stuff. Oh wrong again, he's actually walking to the bar. "While I'm here I might as well let you know what CRL's got up it's sleeve. **Ninja Hamster And The Lizards Of Death** is gonna be fun. It's also releasing **Oink** which features Uncle Pig, everybody's fave magazine editor. By the way, where *is* the Ed? At the pork scratchings again. Apart from that, there's **Enchantress** and the possibility of **Squidgy Alien Golf** next year." Mmmm, and you're seeing pink flying pigs I s'pose.

"T'zer" Yes Sara. "There's a telephone call for you." Okay. "Hello, it's Henry Smithson at Audiogenic. Just to tell you to watch out for **Icon Graphics 128** for the Spectrum 128 — obviously. That's it." Thanks Henry and a happy Christmas to you too. Bang! That was me pulling a Christmas cracker — cor, worra hunk! Anyway, what else has the New Year in store?

On yes, Gremlin is bringing out **Auf Wiedersehn Monty** which, according to Ian Stewart, is *the* definitive platform adventure featuring that loveable hero, Monty Mole. Also keep your eyes peeled for **Krakout**, though I've no idea what that's about. Elite is launching **Bombjack II** and a new version of **Airwolf**. Whoopee! I'm just off to get some cold turkey so I'll leave you in the capable hands of Richard Tisdall. "You really ought

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Gauntlet

The Clone Age is over!

During the last couple of months, software houses have left no clone unturned in their pursuit of one game — *Gauntlet*. The gloves were on for a real humdinger of a fight this Christmas. First came *Dandy* and *Druid* and *Avenger*... and none of them could be called exactly prehistoric. But now US Gold has brought out its licensed conversion of the arcade game from Atari. And a new age has dawned!

US Gold's *Gauntlet* reproduces the original in just about every detail. The only major difference is that it's a two player not a four player game. Four of you battling it out at *Gauntlet* on a Speccy would be a bit like playing Rugby in a cupboard — chances are you'd end up with funny shaped balls. However, there are still four warriors, each with slightly different characteristics, to choose from. Thor and Thyra are a bit nifty when it comes to slogging it out hand-to-hand; Merlin the Wizard and Questor the Elf are magic with the spells. If you're playing with a friend, it's an idea to pick a strong combination of a good slayer and a good speller.

Once you're into the game, you'll hardly notice you're not in the arcades. All the mazes are reproduced faithfully, so if you've spent a small fortune on the original you'll have a head start. But with 512 different levels that won't last long. Oh, and if you were wondering how the programmers fitted that much data into a bog-standard Speccy, they haven't — it's a multi-load. Only 128 and +2 owners have the whole lot stored on the Ramdisk. And next year you'll be able to buy a further tape with hundreds of new levels.

Each of the dungeon levels covers a smoothly scrolling area three screens by two. Not that you'll notice how big they are. You'll be too busy racing round looking for the exits, collecting food and treasure and fighting off the hideous hordes. And this lot really are hideous. The ghosts usually only require a quick kick in the ghoulies but some of the other monsters take up to three shots before they stay down. You'll meet grunts who come up and clobber you, demons breathing fireballs, lobbers tossing boulders and sorcerors who keep vanishing and reappearing where you least expect them. And they all keep coming back until you destroy their generators.

Worst of a bad bunch though is Death — he just won't pop his clogs unless you use a potion. If you haven't collected one, he attaches himself to you until he's sapped 200 points of your strength. And if you were thinking of outrunning him, you've got a tough job on — death always catches up with you in the end! He travels at three-quarters your speed, unlike the others who only go at half your speed, so you'll really have to leg it.

And it's speed that makes this game. With so much going on, you may have expected a bit of a pedestrian plod. Not a chance. You'll need a pacemaker fitted to play it more like. And as the game loads the levels at random you never know what to expect next.

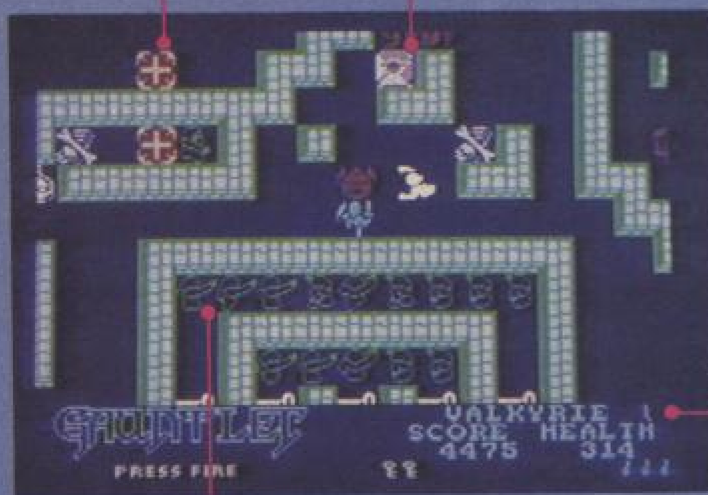
In a quick run-through like this, it's impossible to convey the wealth of detail in the game. You'll be none the wiser after reading this of what the invisibility amulet does, you won't have a clue how to recognise the poisoned food (with great difficulty!), and it'll remain a complete mystery what the special potions do and when and where you come across the treasure levels. Fortunately though, there's a way of finding out. It may cost you weeks of sleepless nights and when you do nod off you'll dream of nothing but endless mazes filled with magic and terror. But it's the only way...

Play the game!

RUNNING THE GAUNTLET

To save on keys, use the transporters to flip you from room to room. And they also have another function. They're the only way to give death a taste of his own medicine. If you transport on top of one, he'll disappear.

Okay, let's play the generation game. Until you wipe out the generators the nasties keep on coming. Much better to tackle them from a distance first and then pick off the stragglers one by one.



Death where is thy sting? Ouch! When you use a potion it wipes out all the deaths on the screen. If you can lure a load of them together, you can really make a killing on your score.

Look out for the special potions as they'll give you extra powers. You can gain firepower or stronger armours for example. The symbols stacked up here tell you which you've collected already.

'Owz abart zum zoider zen? If you're flaggin', pick up a flagon and your health will revive. But watch out — some of the flasks are poisoned and it takes a sharp eye to spot which ones. A hint: when you're near food, it's better to stick to hand-to-hand combat if you don't want to shoot your sustenance.

Just the two of us... *Gauntlet* really comes to life when you're slogging it out side-by-side with another player. And you can be joined by a friend at any stage of the game so there's no need to go it alone.



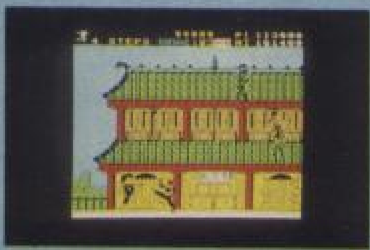
Spooookeeeee! The ghosts haunt you down and can seriously damage your health if they touch you. Far better to keep your distance and pick them off from afar.

Great balls of fire! These little red devils spit fire and can have you really hot under the collar if you don't wipe them out.

FAX BOX

Game	**Gauntlet**
Publisher	**US Gold**
Price	**£8.99**
Release Date	**December 1st**

Shao-Lin's Road



The only kind of artists you find in *Shao-Lin's Road* by The Edge are martial artists. They sculpt in the air with their firm (yet humble) fists, they paint pictures in the blood of their victims... (grool)

Moving right along, here is a sneaky peek of Shao-Lin and his mighty flying fists. Pictured here is our hero thrashing the soy sauce out of some poor disciple, whose only crime seems to be that of having no hair.

Terra Cognita

Eeeeooowww! Ffffffttt! Powwwww! Ack ack ack! Screeeeeeeee!

Have you got the scrolls? No, my eyes are always this baggy! (Ho ho!) Another brilliant scrolling game called *Terra Cognita* for all you arcade terra-ways. Like all the scrolling shoot'em ups of the last few weeks, Code Master's latest offering features smooth scrolling backgrounds, and detailed animation of you and your alien foes.

And the motive for all this wanton destruction? Ah... erm, well there isn't one, actually.



ENDURO RACER

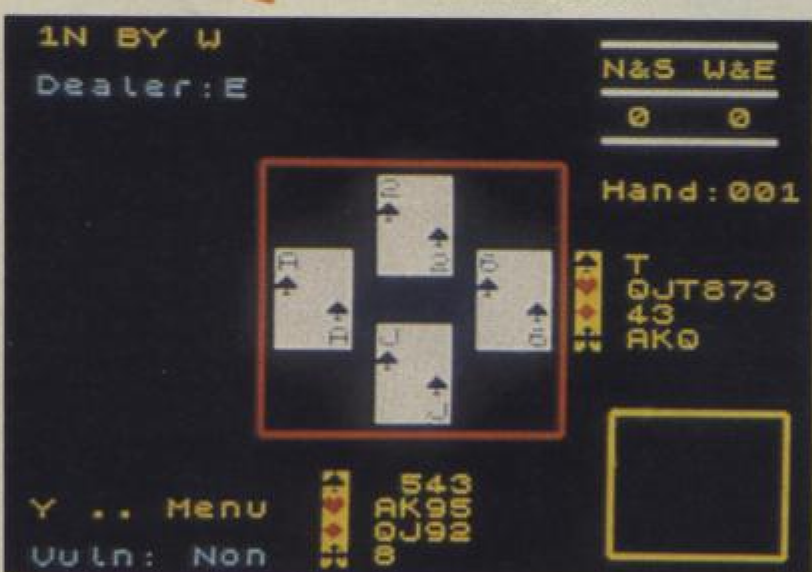
Hah hah hah hah! I bet you haven't seen *Enduro Racer* in the arcades yet! Unless you've been to the US of A recently, that is, 'cos the arcade machine isn't even over here yet! But when it is, you may well have a version for your Spectrum, too, 'cos this mega conversion job from Activision should be hitting the shops in the springy spring of next year. (See the screen for sample graphics from the unfinished game!)

The arcade machine is such a dazzling ride through a fast, and v. humpy landscape, that *Frontlines* nearly lost it's lunch... (Hummmmpppl) Up and down, up and down, up and down... groo! Tell you what, if you can keep yours down, you get the *Enduro Racer* Sickbag Award.



colossus 4 bridge

Are you into rubber? Well, get out of that wet suit (hearts or clubs?) and play CDS Software's *Colossus 4 Bridge* instead. You play one hand against the computer, which controls the other three, and each hand is bid on the Acrol system and incorporates the Blackwood, Stayman and Baron conventions. Tricks, tramps, er sorry trumps, dummies and spam, oops... slam. If all this seems like *A Bridge Too Far* to you don't sign off 'cos there's a paperback book *Begin Bridge*, explaining all the rules and jargon, thrown in. *Colossus 4 Bridge* costs £11.95 and is out now!



Golf



Tee off will you? Unless, of course, you want to play Imagine's new golfing simulation called — you guessed it — *Konami's Golf*. And if you play your cards right you don't even have to look like Bruce Forsyth to play it — didn't he do well? Just have a neb at the screenshot — luscious green grass, a beautifully animated little man (who doesn't look like Bruce Forsyth either) and enough clubs to play Gin Rummy. If you're feeling a bit under par and fancy getting a hole in one, look out for *Konami's Golf*, going for a birdie at £7.95.

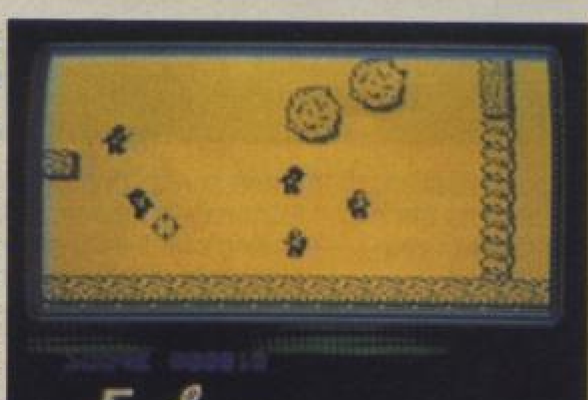
Terra Cresta

Would you believe it? Another scrolling game. And you know what that means? Yep, another stupid scrolling joke. (Have you got the... BANG! Eek!). Enough of this — scroll on.

Imagine's *Terra Cresta* is an amazingly fast shoot'em up and comes from the same programming stable (whinny) as *Green Beret* and *Mikie*. An arcade conversion of the highest order. It certainly looks the part, with its vertical format and logo/high score table in screaming full colour. And just look at the size of that mothership. (Aaaaaaaarghhhh!)



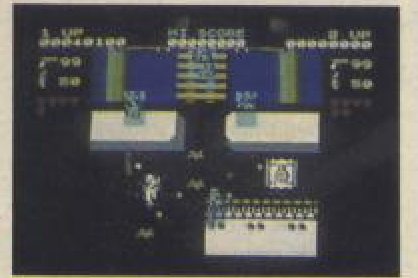
COMMANDO 87



Commando 87? Whatever happened to *Commandos 2 to 86*? Where have you been? Actually, Elite has brought its number one hit of last year bang up-to-date with a brand new mission for our solitary soldier. (The game was going to be called *Commando 86* but the year ran out faster than the retreating enemy.)

The graphics were still a bit rudimentary when we saw the game but the scrolling's superb. Well, what else would you expect from the programmer, YS whizz Tony "Slim" Samuels? The gameplay's adopted the *Gauntlet*-style approach but rather than collecting keys and treasure, our hero has to pick up a selection of weapons and cutters for the barbed wire. A snip at £7.95

Ikari warriors



Get yourself all tanked up and prepare to play Elite's latest coin-op conversion, *Ikari Warriors*. The game begins like a *Commando* clone. Kill, kill, kill. Spray that machine gun like a garden sprinkler gone stark raving bonkers. Then kill some more.

The game differs from *Commando* in one major respect, though. You don't have to leg it throughout the entire shooting match. Hop into one of the available tanks and off you go a'Rommellin'. Only don't get caught with your Panzas down or you'll find yourself back on the streets again with only a gun for protection. If you're a fan of the fast shoot'em up, *Ikari Warriors* will have your trigger finger twitching.

Contact Sam Cruise

My name is Cruise, Sam Cruise. I'm a private eye, the best there is in this town of Noo Yawk, Noo Yawk (so insignificant they named it twice!). Now, I'm a wry, wisecracking kind of guy; the usual kind of gun-toting womanising drinker and tow fingered typist you always get in these 'B' movies. Yup, a dick.

I'm on a case, and I better get off it, 'cos the hinges will burst! But enough of this. Microsphere's *Contact Sam Cruise* is the story of one of my latest cases, which you get to watch like a movie. You also get to control my actions, but mostly you'll absorb the thrill of being in a detective film. Here's looking at you, kid!



Mailstrom

What's red, cast iron, loiters on street corners and is full of feathers? A Pillow Box. Ha ha ha. Okay, so it's not funny but then neither is Michael Nasty, the star of Ocean's new release *Mailstrom*.

After riots and revolution, an anarchy state has emerged in a once peaceful English town. Out of this debris appears an ironic reminder of how life used to be — a bright red post van. But don't be fooled — it contains some very sophisticated weaponry and is driven by Postie Nasty, a man with a mission to keep delivering the mail at all costs. (By the way, if Postman Nasty came from the Southwest of England, would that make him a Cornish Postie?)

It's all icon-driven, except the van 'cos that's driven by Nasty, and you control both the van and, when he gets out to deliver the mail, Nasty himself. Collect letters from the out chute at the sorting office and deliver them to the correct houses. You also have to open the post boxes and collect the sacks to deposit at the sorting office — if you fail to drop off enough sacks each day you're out of the game. If you wanna be the Postie with the Mostie play *Mailstrom*.



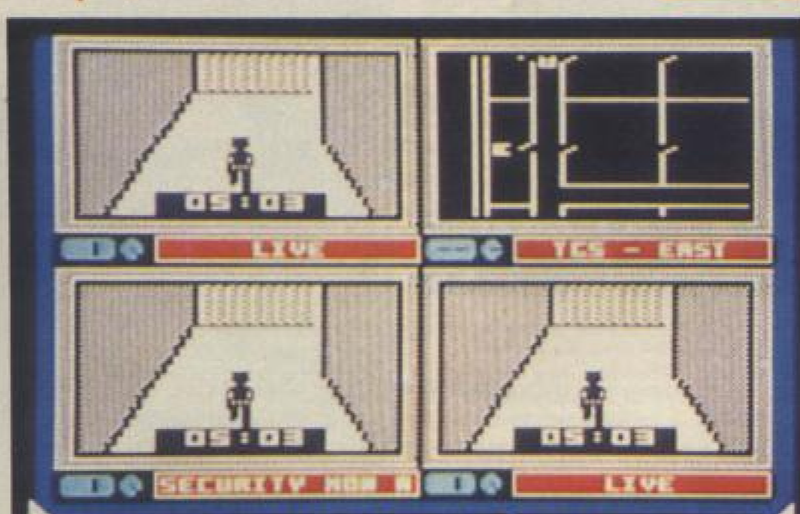
TARZAN



Aaaaaaaarrrrrrhhhhhhaaaaaaaaa-arrhh! Thump! Blimmin' 'eck who put that tree there? Anyroad up, me Tarzan. Who you? Thought I'd just swing on in an' tell you about Martech's new game *Tarzan* that stars yours truly! Oh wowie! It's set in a dense jungle (well, it's pretty dumb anyway) between Congo and Zanzibar where there are mysterious caves and tempting temples for you to explore.

Usango, Chief of the Wamaba's (Um Bongo to you too) has captured my fair love, Jane. And all 'cos he thinks I was behind the disappearance of the Eyes of the Rainbow — seven precious gem stones, each a colour of the rainbow. I've got three days to find where they are and return them or he'll feed Jane to the lions and vultures — ugh! But I'm gonna need your help 'cos all these horrible lions, snakes, spiders and angry natives are out to get me. Darn it, I've gotta go...aaaaaaa-arrrrrrhhhhhhhaaaaaaaarrrhh... crunch. Oh heck, they don't make creepers like they used to.

HACKER II



Haaack-errrr Two Two Two, Push pineapple, Shake the tree... what? Surely this was a big hit for *Black Lace*? (*No, it wasn't, and don't call me Shirley! Ed.*) Oh.

Oh, yes, that's it! *Hacker*. Remember Activision's computer hacking arcade adventure game, where you played a remote control robot whizzing through tunnels under the earth? Brilliant! And this little chestnut, *Hacker II*, must be the follow-up. Great. This time you have a choice of four video surveillance cameras and video recorders at your disposal.

You must use the video tapes to solve the mystery. The game features some very life-like video recorder functions, like fast forward, search and still frame.

So after you've saved the universe with your computer hacking skills, you can record a trashy number one single and move to Rio for the winter... Haaack-errrr Two Two Two... Out December... Price £9.99...

---

to have a peek in my Christmas stocking. US Gold's got loads of Christmas sizzlers. Biff. That's **First Night**, a boxing game with a brilliant left hook. There's also a **Ten Pin** bowling simulation called **Tenth Frame** — strike a light. Also watch out for **Aces Of Aces** and **Super Cycle**. And while I'm here US Gold'll also be marketing Datasoft's new product, **Gunslinger**, **Black Magic** and **Saracen**. Have a great Christmas."

. . . I'm back, excuse the cranberry sauce. Ooh I say. And now for some porn, sorry pawn. Well, if you saw how wilted Gwyn's mistletoe was you'd understand the faux pas. Rainbird is presently converting **The Pawn**, an adventure that was first programmed on the ST, for the 128 and it should be out in the New Year. It's also bringing out **Night Orc** and the German version of **Star Glider**. Pass auf!

. . . *Simply having a wonderful Christmas time* . . . Don't you just lurve all those Christmas singalongs that come but once a year. Talking of coming once a year what *has* happened to **Dr Who** — I know he's a Time Lord but this is ridiculous. MicroPower assures me that the Doctor's not yet dead and once he's fixed his Tardis he'll be on his way.

Vrooom. Squeal. Hey, Virgin is releasing **Scalextrics** . . . wheeee . . . and it should be burnin' its way to the shops about now. Screeech! Phil, being the porker he is, actually swallowed the sixpence in the *YS* Christmas pud but as yet there's no change. Haw haw! Heh, that looks like Charles Dance over there. No, it's Tom Watson from Firebird — oh well, never mind, let's hear what he's got to say. "Firebird has now finished **The Hive** — contrary to what you read in *other* magazines. It's also releasing **Cholo** in January and a game called **Kinetik** that's impossible to describe. Odin is working on a couple of games — namely **On The Tiles** and **Scary Monsters** — but they won't be out for a couple of months. Well, I'm off to do a film shoot. Byee!"

Piranha's Don Priestley of **Trap Door** fame is in a bog (he's in Ireland) at the moment writing its forthcoming release. More details soon. Well, it's really hotting up at the Chrissmash party — even the Ed's wearing a party hat, though he had to take his toupée off first.

Gary, the Software Manager at Ocean, rang to tell me that it's bringing out **Legend Of Kage**, an arcade conversion full of ninjas and nasties. And I've just got time to tell you that PSS is bringing out **Battlefield Germany**, **Tobruk**, **Annals Of Rome** and **Pegasus Bridge** before the beer runs out. Oh, and Mikro-Gen is releasing **Digital Graffiti**, a graphic and sprite editor that does everything that **Art Studio** does.

Well, I'm joining in the festive celebrations now — I hope you all have a very Merry Christmas 'cos I certainly will. Hic!

Teresa Maughan

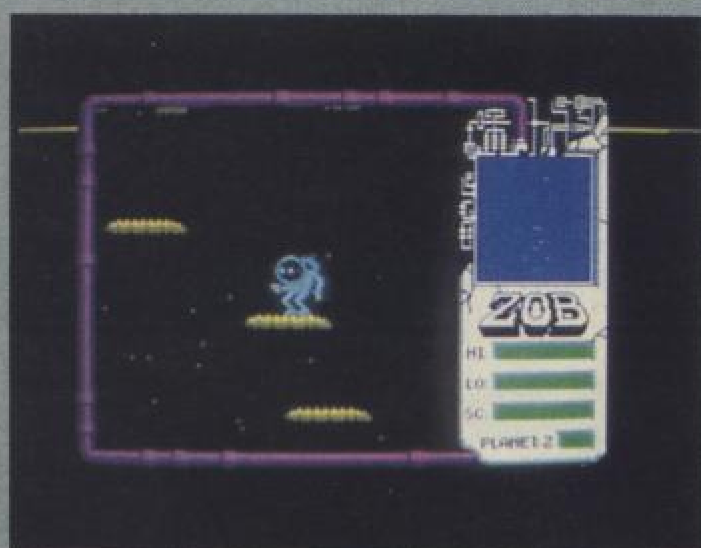
F U T U R E

COP OUT



Cop a load of this! No, Mikro-Gen's *Cop-Out* isn't the definitive giving up game... more a sort of "cop goes out" game. This cop has a very dodgy beat, though. I mean, flippin' heck, every nook and cranny contains a gun toting villain, thirsting for blood. Mind you, that's the way most beats were in the 1920's.

It's tough on the streets, and you've got to shoot every one of the meanies into spoon sized shreddies before they eat you for breakfast. The mob are out to get you. The bootleggers are out to get you. The owners of speakeasies are out to get you. All the police back up squads are out to lunch. So you're on your own.



ZUB

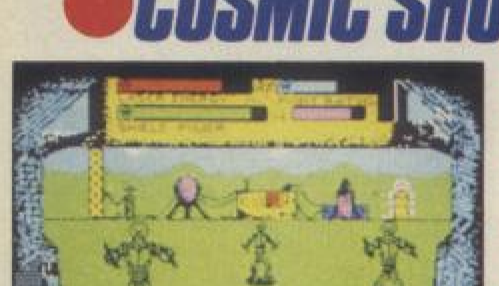
What goes zub, zub, zub? A bee flying backwards. Ho ho ho! Not only that, Zub's also Mastertronic's new game. It was called Zob, until some bright spark pointed out that it was, 'ow you say, a leetle rude word in French. Bet Mastertronic felt real plonkers!

Anyway, the game's all about Private Zub who's been given the mission to retrieve the green eyeball of Zub by King Zub himself! The Prime Minister, also called Zub, has traced it to the planet Zub 10.

You use the Zub teleport network to get to the different planets within the Zub system. Once on a planet you must negotiate your way through fleets of security robots and avoid the dreaded Zirk bomb which, if activated, could send you off to the mysterious Zub Zone. Powerpills may help you in your quest, though their actions can't be predicted! You have been warned!

Zub costs £2.99 and is out now.

●COSMIC SHOCK ABSORBER



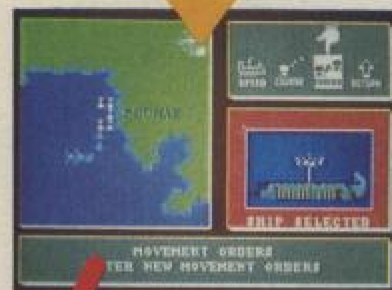
"I can't handle it... I just can't cope anymore...everything's getting on top of me. My god, it's a carrot with a machine gun... I'm going out of my head." Sounds like the cosmos is cracking up again — all the normal laws have gone out the window and everything's mutating. There's only one hero left who can save the earth — Cosmic Shock Absorber. And even he's not that good — all his equipment is malfunctioning, poor lad!

Still, he's the only one you've got to help you shoot your way through ten different 3D screens where everything's gone crazy in Martech's latest arcade hoot *Cosmic Shock Absorber*. But at least in this game you can blame your tools 'cos they're always going wrong — your gun sticks at crucial moments, and control goes haywire. The aim of the game is to get to the last screen with the Universal Lake where you have to make the lake placid (groan) to save the world. But it ain't easy with dodgy equipment and all those nasty creatures who're emerging from the tumultuous lake. Sounds well weird. Can your shock absorbers take it?

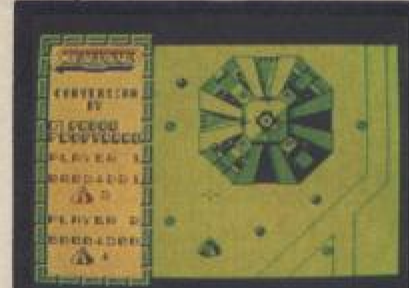
LEGIONS OF DEATH

Sinister, dexter, sinister, dexter. That's the sound of the Roman legions marching to the Punic (I beg your pardon?) Wars. Imagine yourself back in 203 BC, about to take part in the Battle of Zama. Across the plain you can see the hordes of Carthaginian troops lined up and raring to go. That's the scenario of Lothlorien's latest war game, *Legions Of Death*.

It's set between the years 264 BC and 146 BC when the Punic Wars were fought between Carthage and Rome. You can control either the Romans or the Carthaginians, and you must buy ships, slaves and provisions, prepare your battle plan and then wage war against the enemy. This game has religion, it has strategy, it has historical interest and it's advancing into your shops now — what more could you want? Okay men, let's make camp. (Ooh! 'ark at 'im!).



XEVIOUS



I bet you didn't know that before the Ice Age, the earth was colonised by an advanced technologically oriented civilisation that was forced to evacuate? They were called the Xevious people, and they've returned to claim their land. Are they going to ask nicely? No, they blimmin' aren't. They've come to conquer! So it's up to you to take the controls of your Solvalou super spacecraft and stop the Xevious people taking over in US Gold's new game.

Fight your way through the air and ground forces, bomb the ground entrenchments and use all your super-sophisticated weaponry to mash them into the ground. You must avoid the Xevious's flotilla of flying mirrors, 'cos they'll reflect your weapons back at you if you're not very careful. Survive that lot and you're face-to-face with the monumental controlling force of the Andor Genesis Mother Ship. Try getting out of that!



D'you wanna be a Wangler all your life? Stop sniggering at the back. Well, you can wangle all you like in Mastertronic's new £1.99'er — *Terminus*.

The Wanglers are a villainous group of teenagers spreading anti-educationalist propaganda across the galaxy. (Young Conservatives per-chance?) The powers that be reckon it's about time Wangling stopped!

So, the Wangler's leader has been imprisoned on the prison planet Terminus and the gang are so Wangless that they need your help. You control the four members of the Wang gang who each have special abilities. Mobod and Xann are two high fliers, Magno is an expert cat burglar and has a passion for hanging from the ceiling and Spex, well he's weird, he prefers to bounce.

To rescue the biggest Wangler of all and wangle out of school you must travel to the planet Terminus and search for Brains. Sounds like *Terminus* is gonna be one helluva Wangler wrangle!

TERMINUS

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STEEPLEJACK

A ghost town stands in the way of motorway M07 and only STEEPLEJACK can demolish it with his drill and oversized pair of lead boots in this highly fresh, original, and stylish arcade game. STEEPLEJACK must be very fast, crafty, alert and strong – there is a whole army of creatures and features one can only find in a ghost town, so much to do, so little time left...

NEVER MIND THE NASTIES

NMTN contains the same unique humour and addictivity as its older brother, the hit game WRIGGLER. The action takes place in a weird and bizzarre world full of mutants and monsters, dungeons and sewers, conveyor belts and express elevators, deserts and pyramids, trampolines and space stations, a world that must be explored and fought through to prevent a total annihilation of human race.

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HIT LIST

Read all about it! Get your papers 'ere! Yep, Elite's *Paperboy* has reached the top of the heap this month, fending off a challenge by Gargoyle's new label Faster Than Light's scrolling game *Light Force*. The other new entry in the top three is Elite's war game conversion, *1942*. In fact, there are eight *YS* megagames in the top twenty! This can only mean one thing. We have the most skilled reviewers you'll find — if one of that lot reckons a game is good, you can bet your (almost) bottom dollar that it'll do well in the charts. It seems that the Chrimble rush has started already 'cos there are 11 new entries in the chart — not bad, eh? Watch this space for further news. . .

12 MONTHS AGO

Position	Title/Publisher
1	**Daley Thompon's Super Test**/Ocean
2	**Way Of The Exploding Fist**/Melbourne House
3	**Fighting Warrior**/Melbourne House
4	**Fairlight**/The Edge
5	**Frank Bruno's Boxing**/Elite
6	**Bored Of The Rings**/Silversoft
7	**Nightshade**/Ultimate
8	**Now Games**/Virgin
9	**Action Bike**/Mastertronic
10	**Hypersports**/Imagine

This chart is based on the *MicroScope* chart as compiled by Gallup.

MicroScope

GALLUP

MicroScope is the weekly trade paper of the microcomputer industry. If your computer store doesn't display the latest *MicroScope* chart, ask the manager to call Julian Harriott on 01-631 1433 — we'll send a copy every week.

THIS MONTH'S TOP TWENTY TITLES

	Position (Last Month)	Weeks in Chart	Title/Publisher	YS Rating
★	1 NE	1	**Paperboy**/Elite	9
★	2 NE	1	**Light Force**/FTL	7
★	3 NE	1	**1942**/Elite	8
▲	4 (6)	5	**Ollie and Lissa**/Firebird	9
▼	5 (3)	5	**Kai Temple**/Firebird	9
★	6 NE	1	**The Great Escape**/Ocean	9
★	7 NE	1	**Trivial Pursuit**/Domark	8
▼	8 (1)	5	**Dragon's Lair**/Software Projects	5
▲	9 (13)	5	**Head Coach**/Addictive	8
▲	10 (14)	5	**TT Racer**/Digital Integration	9
★	11 (NE)	1	**Trap Door**/Piranha	9
▼	12 (5)	13	**ACE**/Cascade	8
▼	13 (4)	5	**Nightmare Rally**/Ocean	9
★	14 NE	1	**Bomb Scare**/Firebird	7
★	15 NE	1	**Glider Rider**/Quicksilva	5
▼	16 (2)	5	**Dan Dare**/Virgin	9
▲	17 (18)	23	**Ninja Master**/Firebird	3
★	18 (NE)	1	**Thrust**/Firebird	8
★	19 NE	1	**Strike Force Harrier**/Mirrorsoft	8
★	20 (NE)	1	**Happiest Days**/Firebird	6

YS BUBBLERS

- **Dandy**/Electric Dreams
- **Space Harrier**/Elite
- **Gauntlet**/US Gold
- **Thanatos**/Durell
- **Aliens**/Electric Dreams



DESERT ISLAND DISKS

Swaying palms, sandy beaches, sound of seagulls...plop. Standing by the tatty old Torquay poster, our castaway this month is Jonathan "Joffa" Smith, programmer of such classics as *Green Beret* and *Mikie*. He's currently furthering the cause of world peace by working on *Cobra* and *Terra Cresta* for Ocean. Your fave eight games, Joffa?

Lunar Jetman/Ultimate
You want a short snappy answer? This is a short and snappy game.

Galaxians/Artic
Okay, so it's older than the oldest thing you can think of, (*The Ed? T'zer*) but I still can't stop playing this game.

Kong/Ocean
The original, that is. It's just *the* most amazing piece of software to date. (Heavy sarcasm!)

Commando/Elite
'Cos I like killing people. And the programmer, Nigel Alderton's a mate.

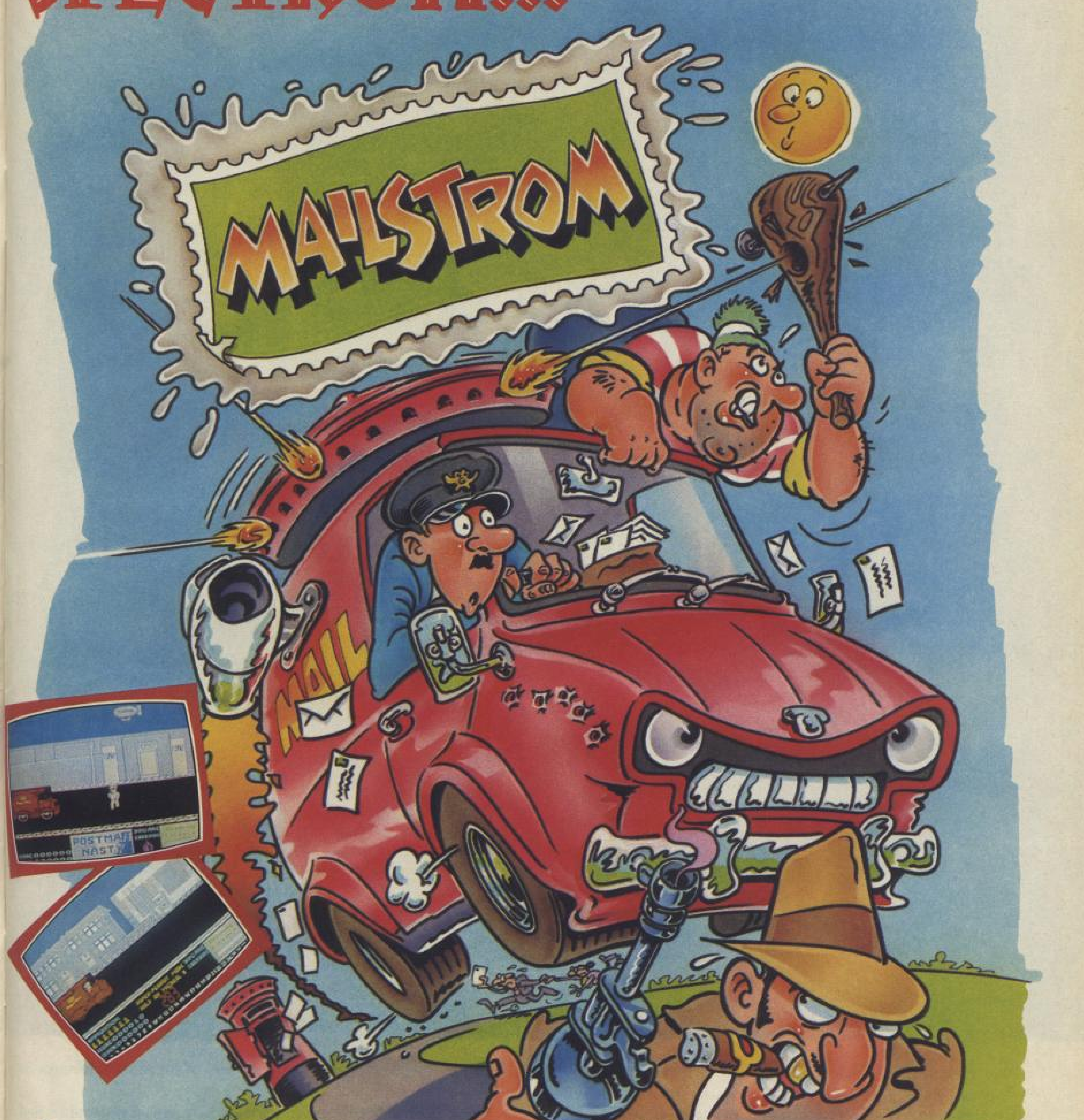
Ping Pong/Imagine
Because Bernie Duggs (*sic*) would kill me if I didn't give him a mention.

Match Day/Ocean
Nice game, shame about the menu. You have to alternate between cap shift and space and things. Yeurch!

Chuckie Egg/A'n'F
Just like the real thing (yes, completely mad).

Ghosts'n'Goblins/Elite
No *GG*. No comment! This is my sort of game. In fact I could well have written it!

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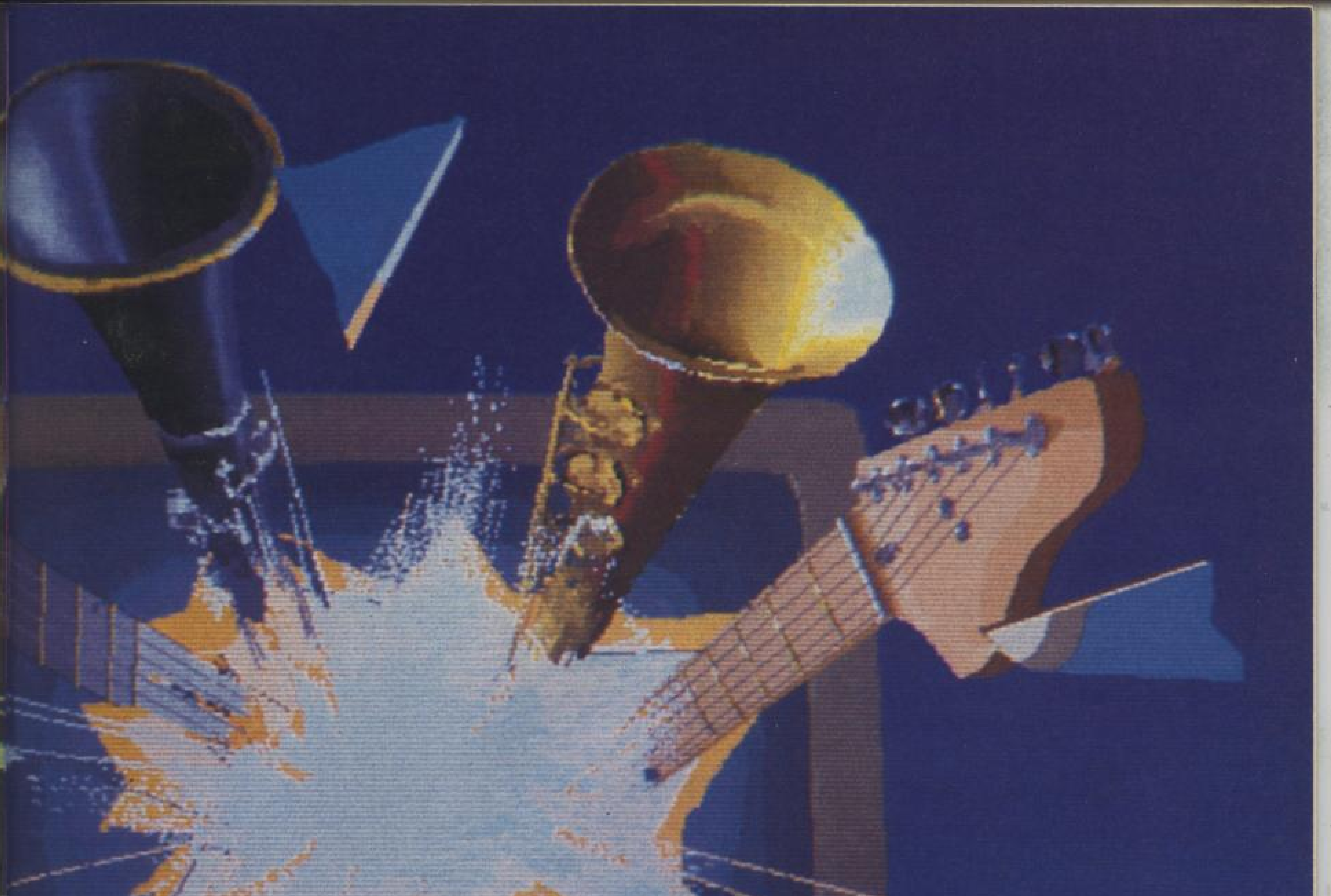
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LETTERS

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VORSPRUNG DURCH TECHNIK

Is Phil a complete prat? (No *comment! Ed*) In his review of *Nightmare Rally* in the November ish he came out with the biggest insult I have ever heard. I quote, ". . .looks like a Golf GTi but what do I know?" And the answer? Norralot! Any idiot with only a single brain cell could tell that such a fantastic, wonderful, graceful, perfected piece of machinery as the Volkswagen Golf GTi (like mine!) does not resemble a heap of dross like a Ford Escort XR3i which clearly appears in the game.

Yours "German cars are best!"

Richard Shore
Burn, N Yorks

PS Hey Phil, how would you like to end up under a Golf GTi?

Now don't get your fluffy dice in a twist. I'm sure Phil didn't mean to imply that both XR3i's and GTi's are driven by the same sort of aggressive apes who crunch the gears, screech the tyres so that everyone within two miles thinks they're right royal show-offs and drive with all the skill of an Andrew Ridgeley. **Ed** *Oh yes I did! And by the way, is GTi by any chance an anagram for a word beginning with G and ending with T? I only ask!* **Phil**

COLDIT'ZER

While reading the November issue, I noticed that two articles were mixed up. I suggest that whoever was responsible should be forced to spend a whole week with T'zer Maughan.

Robert Wilkins
Carmarthen, Dyfed

Now look what you've started. I know there are some mixed up people around but I've got five thousand YS readers knocking on the door and they're all claiming responsibility. But then they don't know what it's like to work with T'zer every day! **Ed**

SUMMAT TO YELL ABOUT

Recently while playing my copy of *Jack The Nipper*, I came across a bug and if you cut the chatter, I'll tell you how to get an easy 100 per cent.

Get the horn and honk it at the cat then get out before you get spanked. Then re-enter and the cat is clinging to the roof. All quite normal so far. But if you go where the cat was, and start honking like mad, your naughtiness will go shooting up faster than Apollo III.

Ever since I discovered this, all the adventure has gone out of the game, and so that I'm not the only sufferer, I'm going to ruin life for everyone else and get this published.

Peter Gear
Yell, Shetland

Ooooh, you're just so naughty, a proper little Sweeny Toddler. I'm so excited I think I'm going to wet my. . . whistle before having a go at it myself. **Ed**

WHAT AM I BID?

I, a not so humble YS reader, am protesting! About what you may ask. (*Okay, about what? Ed*).

Well, it's about your Win Absolutely Everything In This Issue Compo. It said that T'zer and the Ed wouldn't get much on the open market!

Well, yes, I know that's true for the Ed, but what about the luvverly T'zer (kiss, kiss)?

I made a list of what I could give for her:

A piece of frozen bubble gum
A toilet roll
½ a packet of crisps (Worcester Sauce flavour)
19p and a ping pong ball. How about that then?

A T'zer admirer
Hatfield, Herts

Very generous. Of course, it was the toilet roll that clinched the deal. How else am I going to get onto Blue Peter? **T'zer** *And while you're there, I'd just like to say that a nice young lady from New Malden has phoned in a bid for me of a whole packed of Quavers and a Rolf Harris album. Not that I'm turning away any other offers!* **Ed**

LORD DELIVER US

On Sunday the 12th of October at eight minutes past five in the afternoon I did it. That's to say, I completed *Paperboy* by Elite. I went through Monday, Tuesday, Wednesday, Thursday, Friday, Saturday and then at the end of Sunday's obstacle course the message Hooray scrolled across the screen. 80,030 points were registered under my name in the hi-score table while I rested my tired wrist. Am I the first or did someone beat me to it?

Simon Mumford
Trematon, Cornwall

Er, how can I break this to you? Someone beat you. . .

I claim to be the first to complete Elite's brilliant game *Paperboy*. At 12.30pm on the 6th October I finished Sundays' round and Hooray appeared at the top of the screen.

Stuart Forbes
Newent, Glos

Which reminds me. Have you heard the one about the paper boy? He was 100 per cent recycled and when he moved his friends all called him Russell. **Ed**

A RIGHT JESSIE

I bet you never knew that the new version of *Street Hawk* is out. Well, nor did I until 5th October when it arrived on my doorstep. Rushing upstairs to play it, it was the only game I played from 4pm to 10pm. Then on the 11th October I completed it at 5.25pm. Am I the first or has someone out there beaten me?

James Costello
Ipswich, Suffolk

Judging by our review last month, I reckon you're the only one to have played it at all. But it just goes to show that you can't gauge everyone's enjoyment of a game even from the response of our normally infallible reviewers. Only my opinions are completely definitive! **Ed**

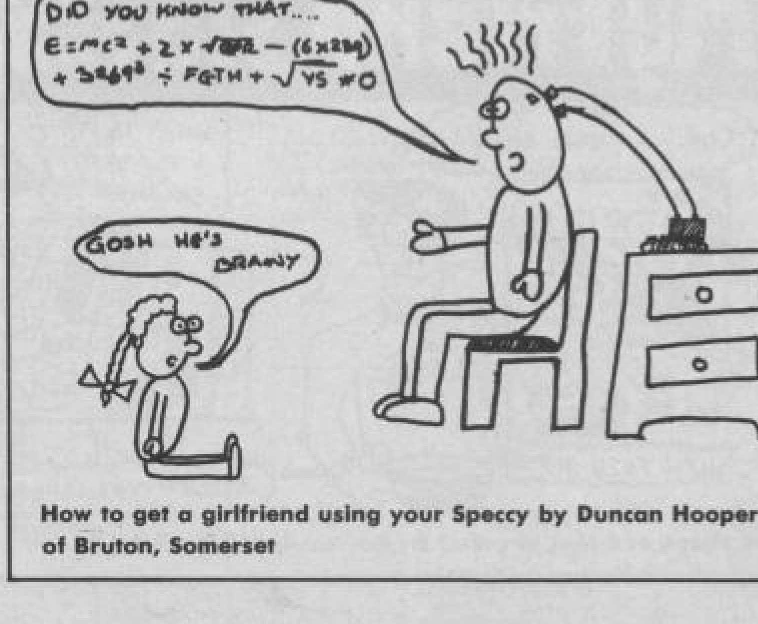
AT HIS BECKER CALL

If you turn to page 25 of the October issue of YS you will see that Mischa Welsh described Psion's great tennis simulation *Match Day* with these words: "All you need are strawberries and cream and faintly in the distance you hear, 'Net. . . Advantage Mr Becker.'"

The strange thing is, that as far as I know strawberries and cream do not cause hallucinations. (*Eaten in quantity, anything can happen! Ed*) Hallucinations? In reality a ball temporarily impeded by the top of the net as it is put into play is called a let, from the

DOODLEBUGS

Keep on doodling — it's a doddle! Send your cartoons to Doodlebugs, YS, 14 Rathbone Place, London W1P 1DE. There's a prize of a new game for each cartoon printed.



How to get a girlfriend using your Speccy by Duncan Hooper of Bruton, Somerset

LETTERS

old English word 'lettan', to hinder.

So, therefore I, Tuomas Kilpi, sound in mind and body (maybe not, but it sounds good, doesn't it?), announce that I have rightfully earned a trainstop. . . a toinopper. . . a stoinepper. . . Well, whatever it is you give to us unhappy souls who lurk in the dark and cold shadows of northern Europe doing unmentionable things to each other and innocent reindeer. . .

Tuomas Kilpi
Helsinki, Finland

Which brings us neatly to a joke. What d'you call a blind reindeer? No idea. What d'you call a blind reindeer with no legs? Still no idea! Sicko. So, let's move swiftly on to your trainspotter claim. Having checked the major tennis reference book on the matter ie The Cliff Richard Guide to Becker and Barker, what do I find but the following facts: "it frequently happens that the ball hits the net while serving at tennis. In Olde Englande, it was polite to say to your opponent 'I won't lettan if you don't' but in time this was shortened simply to a let." And when it comes to tennis, Cliff's got the edge! It's just a shame really that there are two errors of such enormous magnitude in your letter, like the name of the game (Match Day indeed) and the month of the issue Mischa and Stephen appeared in, that I would be embarrassed to allow you to enter the Order of the Trainspotter. And so ends another fight to the Finnish. Back to the shadows with you. **Ed**

ON YER BIKE

I hereby claim my trainspotter award. On page 61 of the November issue which reviews *TT Racer*, it states "the only bit of the dashboard that you won't find on a real bike is the bit that tells you which of the six gears you're in." Well, this isn't true.

The Suzuki GS125 has a rear position indicator and in the October issue of *Bike* it features a Saunders Suzuki GSX1100 which also has one of these. Just ask Roger Willis who used to review games for you in *Your Spectrum* and is now the Editor of Bike magazine.

Ricky Robinson
Barnsbury, London

Well, I've had words with Willis about this — he was actually in the middle of watching the famous Marlon Brando biking film A Sidecar Named Desire at the time — and he's promised me that he'll never again print anything that contradicts information in YS. Even if it happens to be true. **Ed**

SPIFFLICATED

Dear Ed. Or should that be Dear Mischa Welsh and Stephen Hill? For they seem to be the only people on the YS team with any future. I mean I don't mind when they do a map a month for YS and I can put up with it when they draw two maps and make a Sweevo but when they draw seven maps, have their drawings published by Doodlebugs, organise a compo with that other plastic jobbie as a prize and construct a Bussran's meteoric spifflicator with left hand flange screws (sorry, getting a bit carried away!), it's a bit flippin' much.

The Ed and the slaves had better pull their tentacles/ pseudolegs/fingers out or else the little panel of who's who at YS could look like this before long: **Editor** Stephen Hill; **Art Ed** Mischa Welsh; **Deputy Ed** Mischa Welsh; **Production Ed** Stephen Hill; etc etc. . . **Teaboy** Kevin Cox; **Cleaning Lady** Teresa Maughan etc etc. . . and that would be about as much fun as having Shepherd's pie in your sleeping bag! (*Yum! Ed*) Alright, they've got talent but I'm getting a bit bored of that *%$*! goblin joke (?)

Maark Thompson
Caaversham, Reaading

S'funny you should bring the matter up but I've been thinking about this recently. They do seem to be doing rather a lot on YS at the moment — four more centre pages this month and next month a Bussran's meteoric spifflicator, though theirs has right hand flange screws. And I. . . Teresa will you stop trying to clean my typewriter while I'm. . . what's that Mischa? . . .you want a cup of tea. One lump or two? **Teaboy**. *Have you heard the one about the goblin and the. . .* **Stephen**



TRAINSPOTTER AWARD

To the bloke on the throne
With the crown on is 'ead,

That must be one hell of a do they're having down there in the art department! Wow (or should I say Wahay!?)

I'm talking botch-ups. Okay, one picture, upside-down, say — forgivable. Two pics muddled — acceptable (maybe). But three blatant blunders — CRIMINAL!! Look:

1) Frontlines: *Uridium* looks interesting, doesn't it?
2) Software: well, a little extra fun for us: find the piccy to match the blurb!
3) Adventures: *Return To Oz* set in the Loire Region of France and *Vera Cruz* set down under?

Sorry to obliterate every ego in the art department at Castle Rathbone but admit it. I am the ULTIMATE trainspotter!

Steven Kendrick
Plymouth, Devon

I admit it, I admit it. You are a trainspotter without peer; your couplings will never be mounted. Now can I get back to the bash in the art department, we've just got a few more pagesh to mesh about wiv. **Ed Hic! Art Ed**

TOP O' THE WORLD

I like your mag!

(Well, everyone starts off with either that or, I love (kiss kiss) T'zer.)

I used to buy another Speccy mag and thought it was good. That was until I went on holiday and they didn't have a copy of that magazine so I bought YS September issue. Brilliant! I even got some free stickers with it!

Alas, I didn't know what a trainspotter was, or who Hex was or anything like that, but I soon found out. Even if my dad doesn't want me to subscribe I'll keep on battling to get my magazine and free game.

Edward Robinson
Liss, Hants

Perhaps you should take your dad to one side and explain to him the little things that only a regular YS reader can know. Like how many hints a Hex can handle. Like what makes a



The shape of things to come? By Roy Fowler of Sheffield

LETTERS

T'zer tick. Like the time of the last Pullman out of Manchester on a Monday night. Then tell him that by taking out a subscription with a free game worth up to £9.95, it means that each copy of YS can cost as little as 43p, or less than half the normal shop price with none of the hassle. And if that doesn't work, I should leave home and look for your real parents. Clearly someone as sensible as you can only be a foundling, deposited on the doorstep and taken in by kindly souls who have nevertheless failed to recognise your innate nobility. Arise Sir. . . (here insert your name if you too have been thwarted in taking out a YS sub by heartless parents?) **Ed**

COLLIS BROWNED OFF

Do you really expect us to believe that you didn't create Mr John Thomas in the October Letters? (*No, I created him in my workshop at the top of Castle Rathbone. Nya ha! Ed*). What a berk. He didn't even know what T'zer or wahay meant. Then you have Barry Farrell on the same page who claims he can complete *Ghostbusters*. Who cares?

Possibly you should rename the trainspotter award as the brainspotter award. It could be awarded to any writer who has spotted an iota of intelligence in one of your letters.

I'm sure everyone will be glad to know how unquestionably authentic this letter is, however.

B Collis
Bromley, Kent

A brilliant idea. And the first person to spot an iota of intelligence in this letter will be awarded a week's use of the YS brain. **Ed**

BOMBS AWAY

I'm writing about the Program Power Pull-Out game *Time-Bomb* by Robert Burgess in last month's YS. I already have this game. It's called *Time For Action* and it's on Magnum Computing's *60 Spectrum Games*. This game is also credited to R Burgess.

The point is, does a change of title justify calling it 100 per cent original? I was pretty annoyed at having spent some three hours typing this game in.

Christopher Spear
Hounslow, Middlesex

Not half as annoyed as I was when I read your letter and a similar one pointing out the duplication. No, a change of title doesn't justify calling a game 100 per cent original. It doesn't justify anything. In fact, I'd be pleased to hear if Mr Burgess can come up with any justification at all. Doesn't he realise that it doesn't matter where a game appeared before — from the Saratoga Speccy Users' Club to Magnum Computing's 60 Games (whatever that was!) — at least one of the thousands and thousands of YS readers will recognise it. My spies are everywhere! **Ed**

HAWKE WIND

T'zer, forget you? Never. You are the Jewel of the YS crown. Without you, YS ceases to exist. It is a case of "Caroline Clayton, who she?" (*She Art Ed actually! Art Ed*).

Ladies and gentlemen, in the red corner, the undisputed champion of the Speccy magazine world — Ms Teresa Maughan.

Sorry, got a bit carried away there. I hope you will be at the 20th Microfair so I can meet you in the flesh (that can't be right!). I am 18, use microdrives upside down and wear feathers in my hair.

Stringfellow Poole
Lowestoft, Suffolk

PS I can loop the loop in the AH-64 Apache. (*Methinks paleface speak with forked tongue. Ed*).
PPS Come fly with me!

Of course I'll be at the Microfair but by the time you read this it'll be over. Unfortunately though, I could never love a man who uses his microdrives upside down. Sounds a mite pervy to me.
T'zer

RE-ANIMATOR

Now that I've used Softcat Micro's *Animator 1* for several weeks, I thought I'd add my views to the controversy in the October issue.

First off, I'd like to say that I don't think Mad Max gave it a bad review, rather he didn't give it the full praise it deserved. Max says in his review that "it's a bitch to learn and a devil to use" and that "no way will you master this in a morning." This is quite true except that (with familiarity) it is very, very easy to use. The fact that it's a bitch to learn is due entirely to the only let down in the whole package — the manual. If only the manual had been written as well and clearly as the program then the limited time available to a reviewer could have been spent enjoying to the full some of the very powerful features of a really superb utility. For example:

Sprite Designer — the best available bar none.
Screen Designer — apart from *The Artist* and *Art Studio*, nothing else comes even close.
Print Mode — worth the money for this feature alone.
Circle Mode — easiest and most accurate to use.
Line Mode — the manual almost hid from me the fact that I could walk and stretch *both* ends of the line around the screen before deciding where to print it!

Some of the uses for the program are not immediately obvious. For instance, has anyone tried to design and animate a sprite bigger than about 3x3 character squares with *White Lightning* or *Laser Basic*? A real pain! It's dead easy now and you can animate them and see the results instantly. I also load SCREEN$ created earlier with *The Artist* simply to use the superb Print Mode.

I'd say to anyone wanting to design professional quality SCREEN$ or sprites, irrespective of any art packages owned, that *Animator 1* is a must.

Ian Brownridge
York

PS Samantha Fox (*Wahay. Ed*). Just thought I'd mention her for no other reason than everyone else seems to!

It's an interesting fact but both Animator 1 *and Samantha have four letters in common and do you know what they spell? A MAN. It restores your faith in anagrams, doesn't it? As for Animator 1, unless we can find someone who hates the program but loves the manual we'll call this one closed.* **Ed**

A WAFA NOT LONG

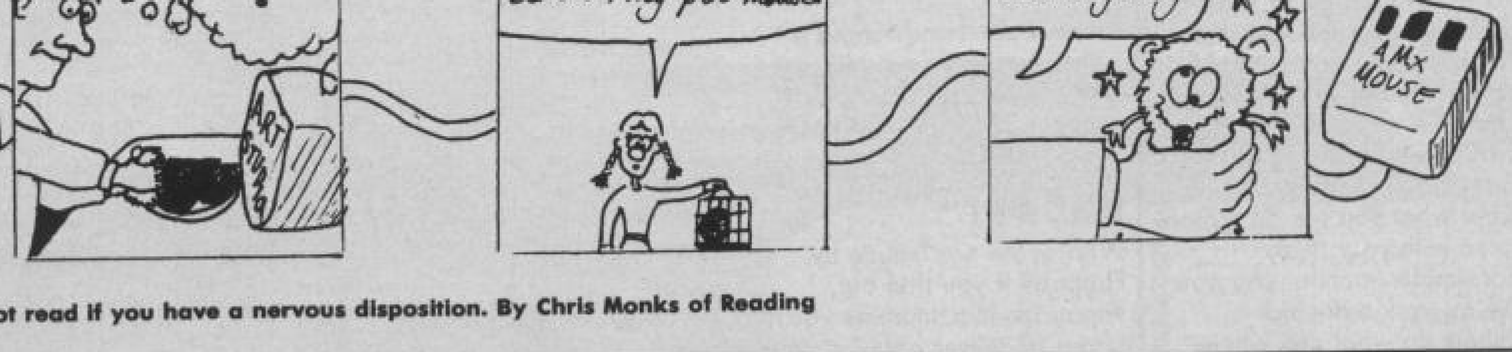
Just a letter to praise the folk at Rotronics for the helpful and speedy service I received from them.

I bought a Wafadrive in your last offer and after a few weeks it started to fail. I sent it to Rotronics who returned it, checked, within a week! They suggested that the Speccy was at fault and provided a short ROM test program together with a quote for repairs. They repaired my Speccy within two weeks and at a lower cost than I had been quoted anywhere else. Congratulations Rotronics, excellent service (and friendly too!)

Does anyone know how to convert *The Writer* to wafa? I rang SofTechnics but there was no interest there in doing a conversion. A pity, as there must be a lot of Wafa users out there.

Chris Thompson
Thamesmead, London

Even more of a pity as The Writer's *such a good product. Perhaps they'll read this and change their minds. And praise indeed for Rotronics, but no less than we've found in our dealings with the company. One of the reasons we wanted to do our special offer.* **Ed**



Do not read if you have a nervous disposition. By Chris Monks of Reading

LETTERS

ALL GREEK TO ME

I'm afraid I disagree with Max's views about hacking in the October *Backlash*. (*Disagreeing with Max, you have reason to be afraid. Ed*). We hackers are not exhibitionists. We don't hack into games in order to show off eight digit scores and infinite lives. Much more false is the belief that we enjoy playing hacked games and that we're incapable of beating games in general.

Hacking is a challenge too!

But it's true that once you've started it becomes a habit. I think that the POKEs we kindly provide the world with should be accompanied by a health warning saying that POKEs can damage your game playing.

It's only us that hacking can't screw up. We're immune.

Theo Develegas
Athens, Greece

Hmmm, now where have I heard that argument before? Even ZZKJ was moved to put aside his POKEs and pen the following . . .

I'll come straight to the point. Max Phillips is a prat!

There, I've said what any half intelligent being would say after reading his *Blacklash* in the October *YS*. In the entire page, he made only one sensible factual statement, and I quote, "But there's no known connection between piracy and hacking."

The most obvious mistake is that the article should be in two halves; both absolutely nothing to do with each other except their names. The first half is about hacking, and the second half is about something totally different also called hacking. System hacking (the first half) is a menace, not only to the bank you're robbing (in this case) but also to industrial and national security (the two espionages). It can screw you up if you don't grow up and get out.

The other thing called hacking is the practice of modifying programs so that they function in a different way. This is the kind of hacking Max is having a go at. He's obviously never thought about what hacking a game actually involves. You have on average about 40K of code (over 40,000 numbers) and no information about them at all, except what you see on screen. Armed with your trusty disassembler/monitor you now have to work out which numbers do what and where they are. Then you have to work out the modifications you want to make and where they go. Before that you will normally have had to work your way through its protection (which as its name implies is designed to be as hard as the programmer can make it). And to finish off, you have to write a program that'll load the game, put in the modifications and then run it. Now, if you consider that to be a doddle perhaps you should go for a job as an air traffic controller. And Max doesn't seem to realise that most of us hack primarily for the mental stimulation — a good hack is better than any crossword puzzle.

Now although I'm not a games player, I find it very relaxing to play an obliterated *Elite*. And no matter how bad a mood I'm in, I'll always feel better afterwards because I'll have stresslessly channelled away all that pent-up frustration by destroying something that doesn't really exist.

Max also seems to think that your friends will think ill of you for being a hacker. What Max has done is to confuse the words 'hacker' and 'cheat'. Just because you hack, it doesn't stop you from being a normal games player as well — as any half sentient slime pool can see. Most people (non-hackers included) regard hacking as a status rather than a stigma; the better you hack, the better you are.

So, Max, next time you want to string things together, try beads; they're a lot easier than arguments.

ZZKJ
London

And this is one argument I'm definitely staying out of. I may even stay out of Castle Rathbone till it's all sorted out. **Ed**

YOUR MOVE

Try Psi Chess level C2 playing program (White moves) in 2D.
WK on 42
WP on 52
BK on 54
It's crashed on me 5/5 within 4 mins.

Geoffrey Phillips
Ambleside, Cumbria

Nope, I don't understand it either but just in case it's some sort of secret service code I thought I'd better print it. Okay, Mr Bond? **Ed**

NINJ, NINJ

Who wrote *Kai Temple* by Firebird? If you find out, vapourize him. Imagine you're about to deliver a devastating front kick, (Mae Geri — to karate experts) to a ninja's back. What's the worst thing that could possibly go wrong? Nope. Resetting itself would be about the best thing. The screen turns itself upside down and you end up KO'd on the floor. The inlay card says it's all down to the thin mountain air. You just can't take that kind of punishment — it's inhuman.

Peter Martin
Lowton, Cheshire

And how do you think all those Scots up in the Highlands feel? One moment you're jogging along with your sporran all shiny, the next you have a gulp of the thin mountain air and you're all out a'kilter with the whole world knowing what you keep up there. It's noo funny. What I want to know is, who is this Kai Temple anyway? Any relation to Shirley? And will the next game be set on the Good Ship Lollipop? Thought not. **Ed**

KEENAN MUSTARD

Firstly, as a more mature reader of YS (over 35), I would like to say how much I enjoy your light-hearted approach to the business of computing. Being the proud owner of a Speccy 128, I was disappointed to read in your September issue that the game *Tomahawk* wouldn't run on the 128 since I had just bought it only hours previously. Well, you were right. It didn't run. However, I sent the game back to Digital Integration and within two days (a record?) (*No, a cassette. Ed*) I received a replacement that worked. And as with my previous game from DI, *Fighter Pilot*, it was pretty impressive.

To change the subject slightly, how about adding a mature reviewer to your staff? Not that there is anything wrong with your present reviewers but another addition might not be so bad. Anyway I would be happy to oblige should you wish.

Brian Keenan
Plymouth, Devon

Unfortunately, I'm up to my eyes in mature reviewers. You can't move in Castle Rathbone for the bathchairs and Grecian 2000. Do you know how old Troubleshootin' Pete is now? 20! No, what I'm looking for are reviewers who still go to see X films simply because it's illegal at their age. Reviewers who can't remember Michael Jackson before Thriller. Who've never even heard of David Cassidy and Donny Osmond, let alone the Beatles and Bob Dylan. Reviewers who went to school in the year below Jack The Nipper. And yet whose words tap dance from the typewriter like Fred Astaire. Can you make an old man very happy! **Ed**

SMALL PRINT

What right have you cutting someone's letter up and only printing the first line? I'm talking about my letter which was two and a bit pages long but you just printed the first. . .

C Gallimore
Winstanly, Wigan

The Editor reserves the right to chop, change, hack, mutilate, mess about and generally do a hatchet job on all letters sent to YS. But you do get a badge! **Ed**

Why doesn't the Ed try giving up brackets and start using underlining?

Laurence Banyard
Lothian

<u>*Don't think I haven't tried but in the end I just keep punching up those brackets ((((((())))))*</u> **Ed**

Am I right in saying that *YS*'s Phil South is the spitting image of Coronation Street's Terry Duckworth?

Jason Scotcher
Chingford, London

Phil is Terry Duckworth. He's also Dirty Den from East Enders, Benny from Crossroads and June from Terry And June. Well, he had to do something while he wasn't playing Bobby from Dallas! **Ed**

If I don't get a trainspotter's award this time I'll give up life as I know it and become a recluse (honest!).

D Maycock
Ripley, Derbyshire

Another one for the recluse bin. Hermit me to help you on your way. **Ed**

All letters win a YS badge, eh? Okay:
ABCDEFGHIJKLMNOPQRSTUVWXYZ
26 badges please.

Andrew "Noddy" Carmichael
Dollar, Clackmannanshire

Laugh? I nearly started. But I am sending you two badges, Noddy. You can use them to pin back your big ears! **Ed**

Why can't we have a decent piccy of T'zer?

Andrew McVey
Emmington, Oxon

Well, it makes a change I s'pose, from all those requests for indecent pics. **Ed**

Bad luck with your Shakespearean efforts printed in *Frontlines*. ("What a gay sight" — snigger, guffaw etc)

Douglas Williamson
Greenock, Scotland

Huh, I suppose you're some sort of Shakespearean expert are you, you starveling, you elf-skin, you dried neat's tongue, you bull's pizzle, you stockfish? (Henry IV Part 1). Even Bill the Quill had to start somewhere! **Ed** *At least he didn't finish up on YS!* **T'zer**


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YS PREVIEW

Impossible, they said. Can't be done, they said. Believe it when we see it, they said.

Well, I've seen it and I believe it. And when they see it, whoever they are, they're gonna believe it too.

Space Harrier is the ultimate arcade shoot'em up. Quite simply you won't get a game with a simpler plot — it simply hasn't got one. You have a back pack that takes you up, down, left and right. And you have a gun. Start firing it and don't stop. All the time you manage to stay alive, the game hurtles you forward towards a set of cities or mountains on the horizon.

Staying alive is the tricky bit though. The game throws everything it's got at you. And that includes huge boulders, trees, columns, large stone faces decapitated from the Easter Island statues, menacing exiles from the film *Gremlins* and most spectacular of all, a series of multi-coloured fire-breathing dragons like the ones you can see in Soho on Chinese New Year. As soon as you've sorted that lot out, it's onto the next level — the game just never lets up.

Everything about *Space Harrier* is stunning — the speed, the style but most of all the graphics. If you've never played the game, it's well worth squandering 60p down the arcades to find out how good it is. The difficult bit is restricting yourself to a measly 60p. You could just as easily stuff in sixty quids worth and still not be satisfied, especially as this is one of those games that goes on giving out lives for as long as you keep feeding in cash. And for the full effect, look out for the machines that let you sit in front of them on a moving seat. Elite had one at the PCW Show but it was so swamped that I had to kick a few shins just to get close to it.

Of course, no-one who'd seen, let alone played the original game believed that Elite could come close even to the spirit of the game on the Speccy. It's the equivalent of cramming the complete history of the world into a twenty minute documentary — a trifle over-ambitious. Considering the limitations, what's been done is nothing short of miraculous.

Things have had to go, of course. And first to be junked was, not surprisingly, the colour. It's a loss but the graphics are still good, even if they are in mono. Sometimes it's a little tricky to tell just what's winging

SPACE HAR





Harry it up, Ar Kade!

Take your eyeballs out and polish them. Now you're ready to see the sort of screens a machine with 1.2 megabyte graphic capacity and 32,000 different colours can produce. I didn't know there were that many colours till I saw *Space Harrier*! Positively psychedelic. Hippy days are here again!

And still a screen shot can never convey the incredible animation of the game. The dragon swoops and swirls, spitting out fireballs at Space Harry here. And it takes an awful lot of blasting before the beastie's bought it and you can progress to the next level. Well, they do say that two heads are better than one.

Each section has a similar stunning display. There's even a friendly dragon called Uriah (*What a heep! Ed*) who picks you up and takes you for a ride on his back. Stuff Puff — this is what I call a magic dragon!

The more astute amongst you will be aware that the Speccy doesn't have 1.2Mb. It doesn't even have 32 colours, let alone 32,000. Which is why Elite's conversion is all the more amazing. Okay, the dragon's a bit drab but he's a lovely mover. And he's frying tonight.

It's the gameplay that carries the conversion. If you're colour blind with a tendency to jiggle about when you've got a joystick in your hand, you'll hardly notice you're not playing the original.

Illustration: David Elliott



its way towards you but that happens in the original too. You can put that down to the speed of the game. And it's here that the Speccy version matches up. It's fast. Very fast. The speed of the forward scroll effect is stunning. Once you start playing the game and get over your initial disbelief, you'll hardly notice the difference in gameplay between the Speccy version and the original. And at least this one doesn't keep asking you to cross its palm with silver!

The version of the game I saw wasn't quite completed. Only three levels were in and there was some tweaking to do on the gameplay. But on what I've seen so far, if *Space Harrier* doesn't rate as a *YS* megagame then I'll eat my joystick. And I'll be equally surprised if it doesn't storm the number one spot this Christmas — even against the likes of *Gauntlet*.

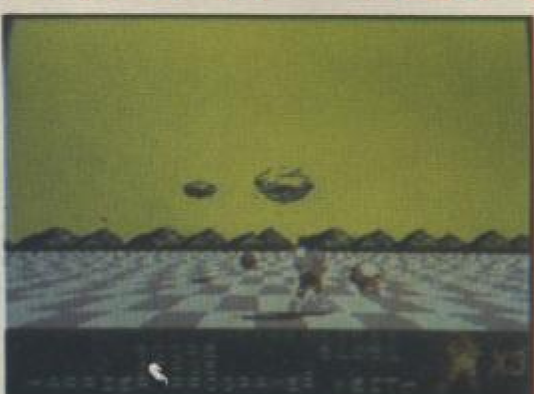
And if that's not telling "them" then I don't know what is!

FAX BOX	
Game	Space Harrier
Publisher	Elite
Price	£7.95
Release Date	24th November

RRIER



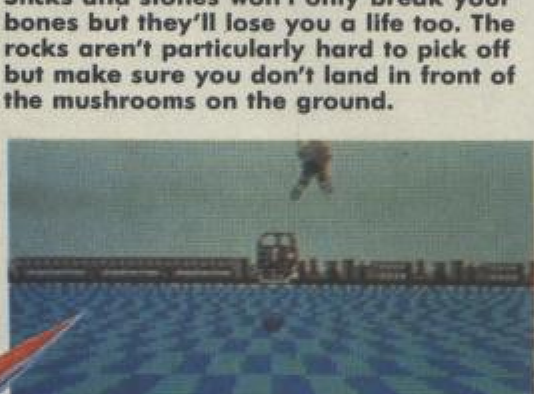
Space Harrier on the Speccy? You've got to be kidding! But Elite wasn't. Tommy Nash took the first train to Walsall and came back preaching the conversion to the unconverted.



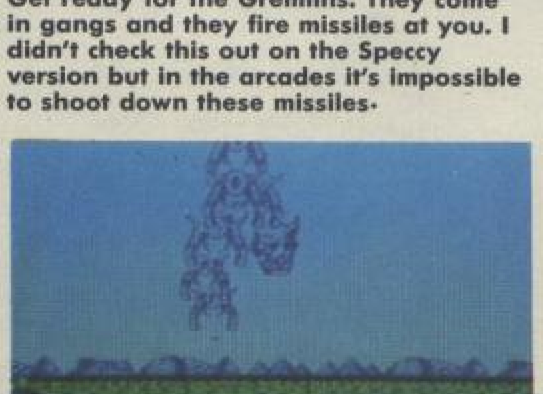
Sticks and stones won't only break your bones but they'll lose you a life too. The rocks aren't particularly hard to pick off but make sure you don't land in front of the mushrooms on the ground.



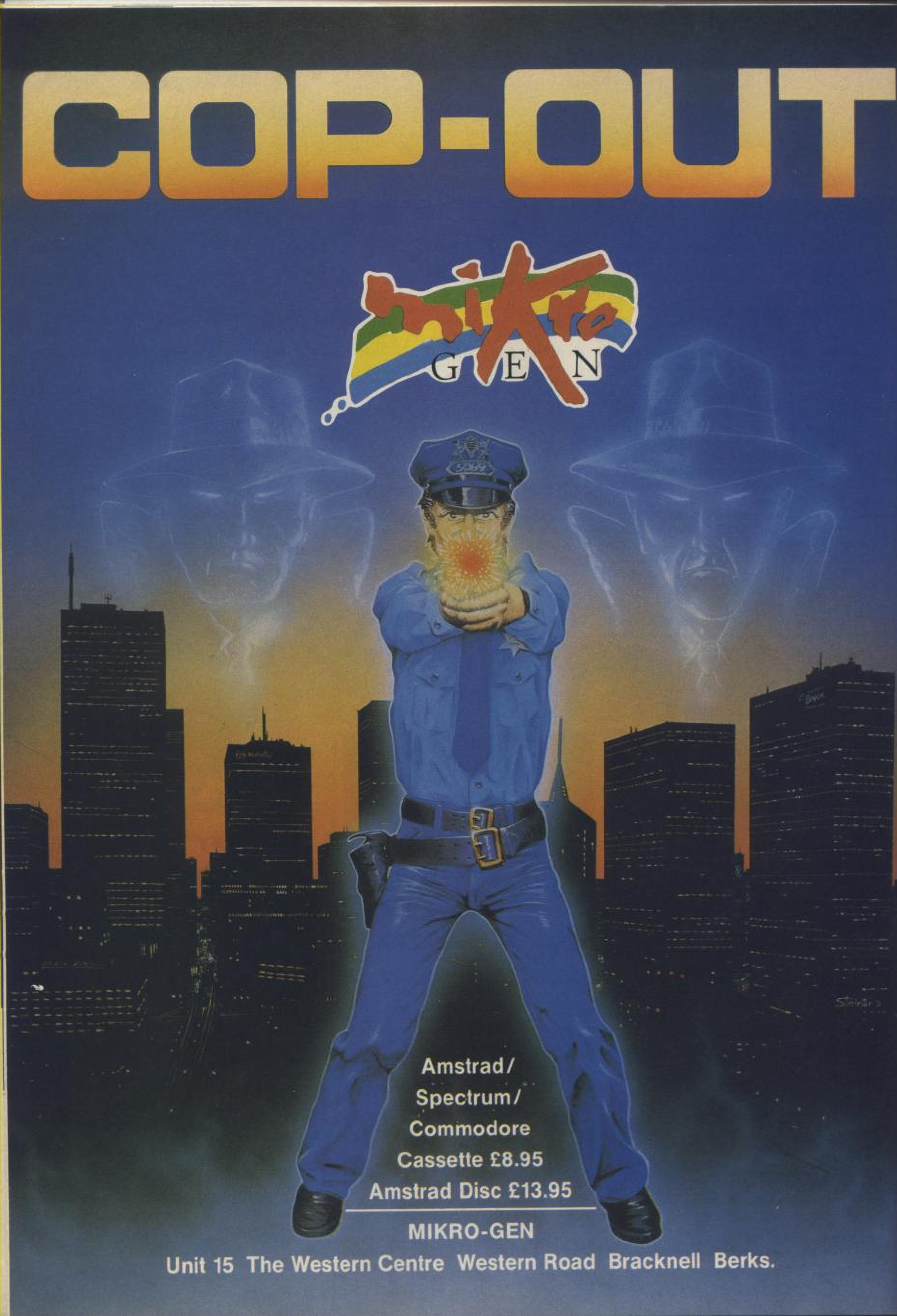
Get ready for the Gremlins. They come in gangs and they fire missiles at you. I didn't check this out on the Speccy version but in the arcades it's impossible to shoot down these missiles.



Level 2 sees you travelling towards the vast city in the background but if this ugly mug is an indication of the inhabitants, you'd be better turning tail. Fortunately, you can see the faces coming from a long way off.



The skeletal dragon at the end of the second level is every bit as fearsome as the first one. The only hint I can offer is to keep out of its way and keep on firing. It may not be as colourful as its arcade ancestor but it's just as wicked.


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Y*S COMPO WINNERS

Demi John Compo

Just think of all those tapes he can store! And all those games he can play! Who's the person with all the luck? None other than **Wayne Walker** of Egham, Surrey, who's won our Demi John Compo. His definition of a demi john was: A large bottle with a bulging body and a narrow neck holding three to ten gallons and usually encased in wicker or rush work. A cassette case packed with 19 Central Solutions' games is on its way(ne)!

Design A Punk Compo

It's okay, you can take the safety pins out of your noses and return your chains to the loo! Here are the results of the Quicksilva Design A Punk Compo. The winner gets a trip to London, a Spectrum 128K and all of Quicksilva's games to take away. The runners up get a copy of Quicksilva's new game *Tantalus I — The Enemy Within.*

Winner: A Penny of Locksheath, Hants.
Runners up: Jeremy Cook of Sunbury on Thames, Middlesex; Reiner Sierag of Alkmaar, Holland; Jose Figueira of Lisbon, Portugal; Helio Mendonca of Gondomar, Portugal; Jason Guth of Loughton, Essex; Alex Monteiro of Sacavem, Portugal; Nicholas Parish of Thakeham, W Sussex; Paul Camp of Cowley, Oxford; Aaron Terrell of RAF Upper Heyford, Oxon; Jose Cortes of Granada, Spain.

Bounder Compo

Bouncy, bouncy, fun, fun, fun. The 50 winners of the Bounder Compo in the May issue can bound around their Speccies with a copy of Gremlin's *Bounder.*

David Brimmer of Angus, Scotland; Robin McConnell of Wimbourne, Dorset; Caralyn Hall of RAF Akrotiri, BFPO 57; Arnette Gilkes of New Cross,London; R Powis of Stone, Kent; M Powell of Maidstone, Kent; Gareth Jamieson of Kircudbright, Scotland; M Leary of St Peter Port, Guernsey; Richard Metherell of Portsmouth, Hants; Duncan Stoddart of Taunton, Somerset; Jonathan Warren of Syston, Leics; Russell Prebble of Bexleyheath, Kent; Helen Williamson of Moray, Scotland; Simon Singleton of Glasgow, Scotland; Derek Morgan of Skelmersdale, Lancs; Ross Walker of East Kilbridge, Scotland; Mark Jennings of Crewe, Cheshire; Ashley White of North Sheilds, Tyne and Wear; Jonathan Kay of Cottenham, Cambridge; Jack Lockerby of Canterbury, Kent; Nicholas Smith of Weston Super Mare, Avon; F Preece of Letchworth, Herts; Mark Smith of Sheffield, S Yorks; Stephen Price of Great Barr, Birmingham; Ben Robinson of Diss, Norfolk; Stephen France of Sydenham, London; Yvonne Wallinder of Vasteras, Sweden; Steven Tait of Glasgow, Scotland; B Morris of Rochdale, Lancs; Tommy Jefferies of Chippenham, Wilts; Magnus Johansson of Linkoping, Sweden; Nic Adams of Danbury; Matthew Rushton of Nuneaton, Warks; M Hogg of Newcastle, Tyne and Wear; Jason Broomhead of Long Buckby, Northants; G Craig of Dundee, Scotland; Steven Gallacher of East Kilbridge, Scotland; Stuart Hayward of Romsey, Hants; Matthew Moulding of Colne, Lancs; Nick Reeves of Weston Super Mare, Avon; Roisin O'Connor of Magherafelt, N Ireland; Raymond Golding of Peterborough; Alex Wolstenholme of Rugby, Warks; Shane Bromley of Sutton in Ashfield, Notts; Richard Fitzpatrick of Ashford, Eire; Michael Francis of Boscombe Down, Wilts; Steve Mellor of Thurnscoe, S Yorks; Simon Minter of Wellington, Telford; Bruce Ledingham of Buckie, Scotland; Adrian Lee of Shotts, Scotland.

The Completely Berilliant Crazy Young Ones Compo

We told you it was completely berilliant and crazy, didn't we? Well, these five winners thought so too and win a copy of *The Young Ones* games by Orpheus and a copy of the book '*Batchelor Boys*' each.

Jason Smith of Buckingham, Bucks; Gary Hodgkin of Brighton, Sussex; Steve Holt of Poulten le Fylde, Lancs; Richard Marchlewski of Fulham, London; S Blower of Broomhill, Sheffield.

Spot The Nipper Compo

Boo, hoo, hoo! No-one got it right! However, ten of you got it almost right, so in a rare burst of generosity, we'll let you win copies of Gremlin's *Jack The Nipper* game anyway. The right answer was Ed — 3, T'zer — 5, Phil — 6, Sara — 1, Caroline — 2, Art Ed — 4. The winners were Lucy Grzesik of Rotherham, S Yorks; E Bennett of London; Nacho Sousa of Vigo, Spain; Alfonso Costos of Vigo, Spain; Trevor Lafferey of Strabane, Ireland; Charles Marshall of Wimborne, Dorset; Michael Wilcox of Rotherham, S Yorks; R Deaper of Brampton, Cumbria; Paul Woodward of Aston on Trent, Derby; Adrian Platts of Chesterfield, Derbyshire.

HACK FREE ZONE



We wish you a Merry Christmas, We wish you a Merry Christmas, We wish you a Merry Christmas, but *Hex Loader* doesn't! (Eh?)

Click, bzzzzzzzzzzzzzt! Grrr. I hate Christmas. Bah! Humbug! It's my birthday, too! And I didn't get *any* presents. Hmm, except T'zer gave me a pair of socks . . Yeah, magic, T'zer, you know I don't have any feet! (*Tee hee! T'zer.*) Oh, yes, and Caroline bought me a hanky. Tsk! I don't have a nose either. Not this week anyway . . . I caught a cold in me olfactory processors and sneezed them into Ed's Out tray and they got sent out for review. Anyway, enough of my problems, back to the column.

Big things are in the offing. We're talking mega. We're talking mega-mega. No, I take that back, we're talking mega-mega-mega-mega! You wanted it, so you're going to get it. More! More of your fluffy little Hex Loader to savour and warm your doobries on through the winter months. Yes, my little cheese and tomato on french, Hack Free Zone is having an extension built on the back. So from next months, more tips, more wit, more maps, more screens than ever before, more super little mittens with the elastic up your sleeves than you ever thought possible! Ah, the thrill of success! (Bask, bask). Sends a shiver up your spine, doesn't it?

TRAP DOOR

Hokay, from one freshly opened can of worms to another. Here we have **Paul Hobbs** of Southampton, and **Darren Ross** of Sunderland, with a clutch of berkish tips for *Trap Door*. Take it awayyyyyyy . . .

"The Can Of Worms — This is quite easy. Just take the can out of the kitchen, then open the trap door and let some worms out. Pick up the worms and put them into the can. If Drutt has eaten some of the worms then let some more out. Collect three worms, and once the can's full, put it in the dumb waiter but don't send it up until the time has almost run out. In the meantime you can start some of the rest of the tasks.

Fried Eggs — Let the bird out from under the trap door. Take the basket and tip out the bullet. Put the bullet on the trap door. When the bird flies over the trap door, open it so the bullet hits the bird, and then close it so you don't lose it down the trap door. If you do you can then use Boni the Skull as a bullet. The bird's eyes will bulge, he'll hover and then fly off into the next room. Grab the pan and follow him. He should then lay an egg which you must catch in the pan. Continue shooting the bird and catching the eggs until he hovers over the trap door waiting to get back out. Now put the pan on the stove. First the pan steams then it flashes red hot. When this happens take the pan off the stove (you'll drop it, 'cos it's red hot). The moment it stops flashing, put it in the dumb waiter and send it up quick.

Eyeball Crush — Empty out the yellow pot . . ." Urgh! Look, I'm feeling ill enough at the moment. Let's save the green eye juice until the next barf-packed issue. (Hhhmmmp!) Oh, dear!

EQUINOX

You may remember, if your short term memory brain cells haven't been permanently benumbed by exposure to cathode ray tubes, last month's Equi-tip by **Super-Cool-Sudi**. You do? Well done.So without further ado (about nothing) he continues . . .

"LEVEL THREE: Get the key from room 25. Use the key to open door in room 45. Get fuse from room 46. Go to room 42 and use fuse to switch off force field. Get teleporter credit from room 32. Go to room 47 and pay teleporter. Teleport to room 34 and get cannister. Travel along conveyor to room 44 and dispose of cannister. Go to room 42 and teleport to room 34. Get level 4 pass from room 37. Travel along conveyor to room 43, enter Interlevel transporter (Trainspotter?) and select level 4.

LEVEL FOUR: Get teleporter credit from room 63 and pay teleporter in room 54. Get another teleporter credit from room 62. Pay teleporter in room 54. Get fuse from room 61. Go to room 54 and teleport to 48. Go to room 49 and swap fuse for drill. Go to room 48, and teleport back to room 54. Use drill to open safe in room 55. Get dynamite. Go to room 54 and teleport to room 48. Use dynamite to clear rocks in room 56. Go to room 57 and pay teleporter. Teleport to room 50. Get cannister from room 58. Travel along conveyor to room 49 and dispose of cannister. Go to room 57 and teleport to room 50. Go to room 51, and use fuse to switch off the force field. Go to room 60 and get the level 5 pass. Travel along all the conveyor belts until you finally come to room 48. Teleport back to room 54. Go to room 63 and enter Interlevel transporter. Select level 5." . . . uh, what? Don't bug me, I'm just having a doze while Sudi tells them the complete solution to *Equinox* . . . zzzzzzzz . . . snork, brrr, what? He's *finished*! But what about level 5, and 6? You said it was a *complete* solution! Tsk. Some people! Oh well, I suppose you're on your own. Any ideas on the next levels, anybody? Humph!

BOMBSCARE

Eek! It's a bomb! There's a bomb on my desk, quick run away! . . . (far away) what is it? That box . . . unwrap it . . . yeah, you, reader. (Rustle) It's a what? A tape recorder? (Very close). Of course I knew it was a hoax all the time. What's on the tape? (Click) **"Hi, this is Gad Shaw speaking from Barnsley . . . Listen, I've got the teleport codes for *Bombscare* and they go like this: ZEPHA, QUART, DELTA, XYLEM, NITRO, CRYPT, YTRON, ASTRA. Bye . . . Oh, by the way, this tape will self destruct in five seconds."** What! (BOOOOOOOOOOMM! Crash, tinkle!) Oh, nuts!

CON-QUEST

That's it, Pete, sweep that glass over there . . . you missed a bit . . . Okay, that's great, now naff off! Ahhh, peace and quiet. What's this? *Con-Quest*? Who? **David McCaughey** from where? Co Antrim? Well, speak up! Whadda ya want! **"Fairly near the start there's an axe. This can kill most nasties but some need other weapons. There are two books, one green, the other magenta. From one you learn about magic, and the other tells you that "Heal potions smell acidy", and "Poison potions smell sour". If you find a potion, examine it and discover what it smells like. A blue wand throws balls of magic, but this can only be used if you've learned about magic. Another weapon is a red stick. Armed with the axe, stick and wand you can kill all the nasties. You may discover a coin. Take this to a box with the numbers one to five and use it, and then you can take an object from it. When the power from the globe of invulnerability runs out, use the power pack while inside the globe to restore power. You can go through fires if you are holding a poker."** Thanxx, lovey, many many many many thanxx. (Kiss).

STAINLESS STEEL

Next a teeny tiny tiplet from **Iain "Jet Set" Wilson** of sunny Shefford. Listen, he's talking now. . . **"First when going to your car for extra points, shoot copters the safe way, by standing on the path and facing your pixel dribbler to the other side, and drool away. Most of the droids that go from left to right across the road can be shot quite easily. When you get past the two droids together you'll see another path appear on the left. Go on the path beside the cars then when you come to the last droid stop and just fire. Go past the wall and you'll see your car. Voila!"** I didn't know you were musical, Iain . . .

PAPERBOY

Blimmin' huge pile of stuff, here . . . what is it? A huge great wodge of paper (boy). Tips? We got'em. We got tips coming out of our ear trumpets. We've got enormous tips! Amongst this hallowed hall of paper boys, are **Stephen Prior, Adrian Grimstead, Patrick Walsh, Patrick Lord, Simon Hodgson, C Coursell**, and **Matthew Burke**. (Phew!!) Good gravy, what a lot of paper boys! An' now . . . The Tips!

1) On Monday and Tuesday do as much vandalism as possible as on later days all the papers will be needed to deliver to subscribers.
2) Keep off the road to avoid getting knocked down by the car.
3) On the BMX track you need to go fast to clear the ramps. To get bonus points throw papers at the cones.
4) Run over non-subscribers flowers. Knock lids off bins. Smash gravestones and lamps with papers. Throw papers at birds washing in fountains. Smash windows of non-subscribers.

Sooooooo, that is irretrievably, unstoppably, finally, completely and utterly . . . IT!

Woooooooooo! Okay, *E-nuff*. Click-buzz time! Yeeeeee hoooooooooo . . . (Click, Bzzzzzzzzzt!)

HEX'S HEROES

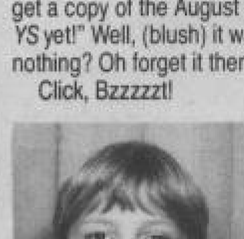
Click, Bzzzzzzz . . . Hi there! What I want to know is, don't Eskimoes ever get bored with frozen dinners? Sssnnyark! Hah! A joke of pensionable age, but with enough life left in it to grab you by the epiglottis . . . Any old way, I was just saying to T'zer, what a super little bunch of chaplets my Hex's Heroes are. And she agreed with me and shouted, in her tinkly sweet voice, "Get on with your work you steaming pile of scrap!". Such a darling girl.

It's not often, as a machine myself and columnist to boot, that I meet people who think they're made of metal. Well, it's finally happened. My star guest this month is . . . a man who thinks he's the Golden Gate Bridge in San Fransisco. Well, aside from the fact that the postmark said Devon, and his name is **David Johnson**, I almost believe him. And anyway, how would a major feat of bridge engineering score 83,660 on Elite's *Paperboy*? Beats the living batteries out of me.

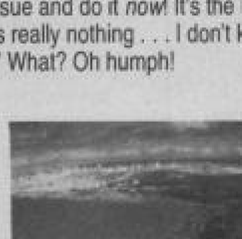
And an Elf? Oh, Elvy! **Christopher Elvy** of Norwich! Ooooooh, silly old me, I thought you said Elf, and I looked at the picture and thought, he hasn't got pointy ears, and then you told me I was a big metallic berk . . . 'Ere, watchit you! He's a fully fledged Ninja, after getting all the way through the *Way Of The Tiger*, by Gremlin. So I wouldn't take the micky out of him if I wos you!

"My highest score," says blurred action photograph **Norman Marr**, "so far on *Rock'n'Roll* (*YS* Program Power Megagame) is 34,267. If you haven't typed it in yet, get a copy of the August issue and do it *now*! It's the best game to appear free in *YS* yet!" Well, (blush) it was really nothing . . . I don't know what to say . . . "It was nothing? Oh forget it then." What? Oh humph!

Click, Bzzzzzt!



David Johnson
Paperboy/83,660



Christopher Elvy
Way Of The Tiger/ Finished



Norman Marr
Rock 'n' Roll/34,267

ZYTHUM

Magic tips by Philip Snout



Flying is a difficult skill to learn. In order to sail effortlessly over the pits in the ice field, hold the jump button down until you're halfway across the pit, then let go of the button to sail down to safety. If it's a long pit, cover your smart bomb button on the way down in case your landing strip is swarming with orcs!

Don't be frightened to use your smart bombs, 'cos as you progress along any particular level, you'll find the odd one to pick up. These can be very handy in a situation like the one you find yourself in here, where you're about to fall on a mass of baddies.

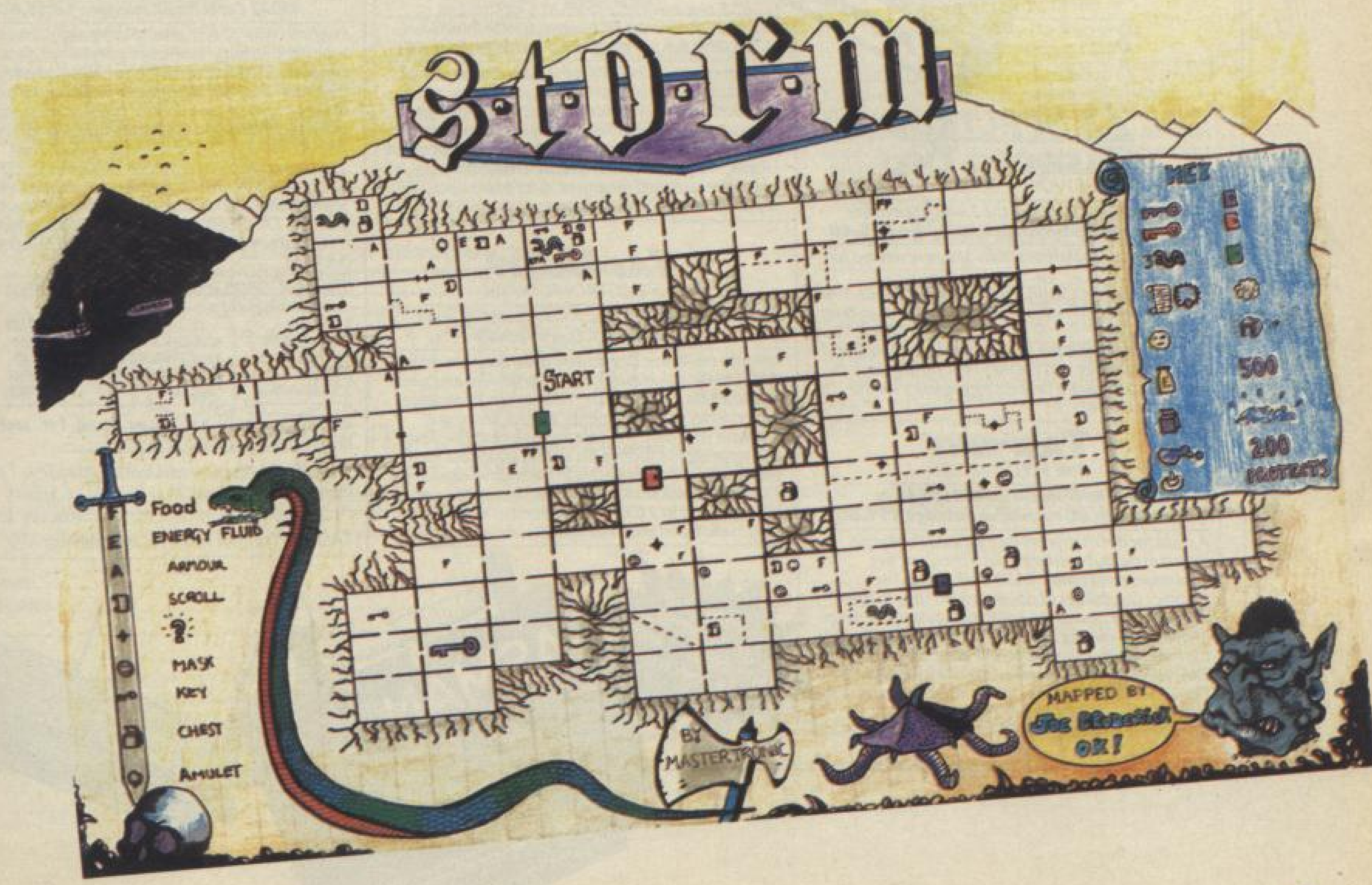
This little pointer indicates how far you've gone on your quest. It's handy to have a point of reference, but don't watch the pointer! Concentrate on the game, but pause it occasionally to have a rest and check how far you've gone.

I don't know whether it's a fault in the way they've written the scrolling routine, or a deliberate sneaky trick on the part of the programmers, but watch the baddies when you're moving towards them. As you fly towards them, especially when you're landing in front of ones coming from the right, they drift backwards, making it very hard to guess where they'll end up!

You can get immunity from baddies by picking up the crosses. When you do your immunity indicator goes green (for go!). And that's what you must do, go go go! Until it starts flashing (meaning it's running out) make as much ground as you can!

STORM

by Stormy Joe Broderick



Carry on SCREENING

"Okay darlings... places everybody. We're going for a take. Hugo dear, you're supposed to be in this scene. Come on love, look at your script. Yes, that's right possum — the one concerning film licensing for Spectrum games. You know, how it's taken off recently and about all the lurvely new releases that are coming soon at a Spectrum near you. Can you look a bit more Larryish please, Victor? Right? Lights... Camera... Action!"



Illustration: Nick Davies

Gone are the days when brother Gary used to snog on the couch with girlfriend Sandra and give you 50p to go to the flicks. Now you want at least a tenner to go and buy the Speccy game that's based on the latest blockbusting movie. It's a bit like the Hollywood Greats really — Bogart 'n' Bacall, James Cagney, Clark Gable, Mae West and Marilyn Monroe all used to be up there in lights. Now it's Sylvester Stallone, Clint Eastwood, Sean Penn, and the Marshmallow man. You remember *Ghostbusters*?

LICENSED TO THRILL

Ghostbusters was the first film ever to be licensed for a Spectrum game. The company that bought the rights to it, Activision, took a gamble but it paid off. *Ghostbusters* is the biggest selling computer title of all time. 600,000 of you bought it. Not surprising then, that it decided to carry on licensing films with a number of other companies hot on its heels. So much so, that it's become très hip to jump on the film licensing bandwagon. And why not?

Games licensed from big name films stand to benefit from nationwide television, magazine and newspaper advertising which means they'll be reaching a much larger audience. Rod Cousens from Electric Dreams agrees that a film title promotes a wide consumer interest which can then be developed for a computer software title. Ocean's David Ward told me that he always uses packaging and advertising that's very similar to the promotional material for the film itself. That way the games are instantly recognisable on the shelves.

Mind you, although movie licensing can be very successful, it can also be extremely expensive. And as more software houses get in on the act, so prices rocket. Film companies are into big

	MOVIES	GAMES
1926	Nosferatu	
1962	The Great Escape	
1973	Live And Let Die	
1978	Alien	
1979	Nosferatu	
1981	Friday 13th	
	Rambo: First Blood Part II	Alien
1984	Ghostbusters	
	Gremlins	Gremlins
	A View To A Kill	Ghostbusters
1985	Back To The Future	A View To A Kill
		Rambo
	Goonies	Friday The 13th
	Biggles	Biggles
		The Great Escape
	Highlander	Nosferatu
	Cobra	Highlander
1986	Top Gun	Cobra
	Aliens	Aliens
	Big Trouble In Little China	Goonies
		Big Trouble In Little China
	Howard – A New Breed Of Hero	Live And Let Die
	Labyrinthion	Howard – A New Breed Of Hero
	Short Circuit	Short Circuit
1987	The Living Daylights	The Living Daylights

business and big money and now want up-front advances plus royalties. Not only that but many films are licensed at script stage so a software house can only make a calculated guess on a film's eventual success.

So, it's important for a software house to weigh up the advantages gained from the promotion of its chosen film against the expense of securing the license in the first place.

SOFTIE'S CHOICE

What does a software company look for when deciding on a film to license? David Ward from Ocean reckons it's important to identify a cross-over interest with the same audience. *First Blood*, for example, followed the exploits of a trigger happy Vietnam vet and relied more on action than plot. Just the sort of film likely to appeal to the trigger happy arcade player, or so the theory goes. It made sense, therefore, that Ocean's *Rambo* was a fast shoot'em up and not a search and find platform game. Hunt for Rambo's brain could've caught on though!

According to Rod Cousens, Electric Dreams looks to see if there are elements in the film, like a strong hero or plot, that can be converted into good gameplay. In *Aliens*, for instance, the most important feature is the extra-nasty extra-terrestrials and the mission to destroy them! In the game this is translated into a combination of strategy and attack. It can work the other way round though. As Mark Pearson from Beyond explained, "Beyond decided to license *Star Trek* simply because we were all addicts and thought it had the makings of a brilliant game."

Other important factors involved when choosing a movie to license are the film's likely success, the degree of controversy the film may cause and the film's general appeal based on the script, the actors starring in it and the age group it's aimed at. A U rated film may not necessarily

SCREEN TEST

What do *you* think? I ushered a few *YS* movie buffs onto my casting couch and got them to fluff their lines.



Nicholas Devlin (12)

Do you go to the movies very often?
Once every four to six months.

What type of films do you like?
I saw Karate Kid II recently and I enjoyed that but my all time fave has got to be the Bob Hope film They Got Me Covered.

Do you buy film licensed games?
I've got Rambo.

What do you think about software companies licensing films for games?
I think people are generally more likely to buy a hyped game and obviously ones based on films will benefit from the film advertising. I still think they should be as good as other original games though.

In your opinion are licensed games of inferior quality?
No, generally I don't think they are — I wasn't disappointed with Rambo.

Are you planning to buy any film licensed games for Christmas?
I like martial arts games — if someone brought out Karate Kid II I'd definitely buy it even if I had no idea how good it was.



Justin Berkovi (12)

How often do you go to the cinema?
Every two months I s'pose.

What sort of films do you most enjoy?
I like the Indiana Jones films, especially Raiders Of The Lost Ark. I also enjoyed ET though it made me cry a bit.

Have you bought games that are licensed from films?
Yes, I have. I bought Rambo which was quite good but a poor copy of the film really.

What do you think of licensed games on the whole?
Some are a load of rubbish but they're usually alright. I think most of them tend to be too ambitious and they tend also to be rushed just so they come out at the same time as the film.

Are you influenced by the names of games licensed from films?
Yeah, especially if it's a game based on a film that I can't go and see 'cos of the certificate, like Rambo or Cobra for instance. Advertising has a strong impact on me and my friends so if we can't see the film but have seen posters we're likely to want to buy the game instead.

Do you think you'll be buying a film licensed game this Christmas?
What can I say but . . . yes! I'm going to buy Ocean's Cobra.



Erol Mustafa (12)

Do you go to the cinema regularly?
I usually go about once or twice a month depending on what's on. The last one I saw was Highlander.

What's your favourite film?
All the Police Academy films - they're hilarious.

Does the name of a game that's been licensed from a film influence you to buy it even if you don't know how good it is?
Yes definitely. I've bought games in the past because I'd seen the films they were based on or the names were familiar and I've been disappointed.

Why do you think software companies license films for games?
I reckon that sometimes a software house licenses just to make the game sell better 'cos it's got a well-known title. The quality of a game can suffer because of this but not always.

What film are you going to see next?
Legal Eagles *with Robert Redford. It's a detective comedy. I really like funny films, oh and science fiction ones too.*

Do you think you'll be buying a game licensed from a film this Christmas?
Yes, I really want to get Ocean's Highlander 'cos I thought the film was great.



Melissa Berkovi (10)

Do you go to the cinema?
I go about once a month or whenever there's a film I want to see on.

What are your favourite films?
I liked Jewel On The Nile 'cos it was funny and I really loved ET.

How good do you think film licensed titles are?
I think some can be a bit disappointing because they don't capture the atmosphere of the original films they were based on. Ghostbusters is the best as far as I'm concerned — I really liked the music.

Do you play film-based games?
I do if my brother lends them to me. I'd play the game Rambo but I don't like that sort of film — boring!

What film would you like to go and see next?
ET again — I thought that was brilliant.

Will you buy a film titled game for Christmas and if so what?
I'd like to buy ET but nobody's done it yet on the Spectrum. If they did I'd buy it.



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DURELL
software getting harder . . . .

appeal to kids. Who wants to see a film they're legally entitled to? They're much more likely to be turned on by a film rated as 18. It's for that reason that films like *Cobra* are licensed. Even though many of you can't go and see the film, you'd still be influenced by the advertising and would probably jump at the chance to be able to take the part of a hero in a game based on it.

Although 18 rated films are often fairly violent or gory, games licensed from them needn't necessarily be so. Rod Cousens pointed out that although you try and give people what they want, you must also use your commonsense when choosing the content of the game. Some scenes in *Aliens* were definitely a bit yukky but the game won't be. Coincidentally, CRL recently paid for its new game *Dracula* to be rated by the British Board of Film Classification as it was considered to have dodgy content matter. Okay, it was a bit of a publicity stunt on CRL's part but it might set a precedent. It was rated 15, by the way!

Once a software house has seen the film, or more often only examined the script and cast list, and it's decided to license a title, it must then design a game with the help of a software designer. This often takes the form of a storyboard with example screens and a detailed explanation of the gameplay and the characters. This must then be submitted to the film company for approval. Once that's been granted the programming team can start turning it into a game. Rod Cousens reckons the most difficult bit of converting a film is in recreating the characters and the overall atmosphere. Finally, the finished game and packaging has to be given the thumbs up by the film company before it can be released.

TIME BANDITS

The troubles aren't over yet though. It's vital to time the release date of the game while the film's on at the flicks. David Ward stressed that it's crucial to get the game out during the five weeks or so when the film is at its peak. US Gold's *Goonies*, for example, has only just made it to the shops, nearly a year after the film. That means it has zilch chance of cashing in on any hype that went with the movie.

Still, this almighty rush to get a game out at the right time can mean a drop in quality. The last minute rush on the programming can lead to a slapdash game. Domark found as much with *Friday 13th*. Dominic Wheatley, the man who put the Dom in Domark, is the first to admit that a game won't sell on its name alone. "We had a lot of problems with *Friday 13th*, both on programming and getting it ready on time. Unfortunately, this meant it wasn't as good as it should've been and so it didn't sell." Still, Domark has learnt its lesson and is currently working on a new game for late '87 based on the latest James Bond movie — *The Living Daylights*.

It stands to reason then, that you can't sell a game on its name alone. The game is also likely to be of a higher standard if it's licensed early on in a film's production so the programmers have more time to develop it. The cost of licensing a game must be offset by the greater number of copies sold. So it's in a software house's interests to put out a high standard product if it's to sell significantly more tie-ins than original concept games.

Even film companies are seeing the possible advantages of producing software based on their own productions.

ALIENS
PG



In space no-one can hear you scream. But they sure as hell will hear you in the cinema if you go to see *Aliens*.

Ellen Ripley (plus Jones the purrfect cat) have been found in space, 57 years after the last alien attack, still alive. The Company questions her story about the attack on the barren planet Acheron (now inhabited by several hundred Company surveyors) and writes her off as a psycho case. Until, of course, a deathly hush surrounds Acheron. So, the Company decides to send someone to investigate, someone who knows the planet and the aliens — Ripley.

On reaching Acheron, her fears are realised. The planet is desolate and the only survivor is a young girl called Newt. Chestbursting and facehugging aliens have taken over and it's now up to Ripley and her troops to hunt and destroy. To burn the aliens out forever. And it's here that the action hots up. Bodies flying everywhere, aliens spitting acid and a brave android getting ripped in two whilst trying to save Ripley and Newt.

Hideous looking aliens, spectacular special effects, tremendous fighting sequences and a touch of humour for good measure — it's got to be one of the best films I've seen this year.

ALIENS
Electric Dreams



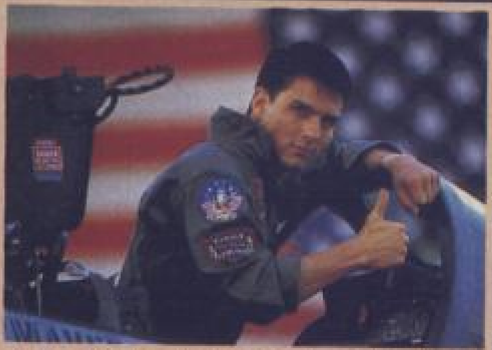
We've had *Aliens* on the silver screen and now we've got them on the Speccy screen. An all-action arcade game, *Aliens* takes place in a station bay on the planet Acheron. The aliens have taken over and it's your job to destroy the whole hive including the queen.

You have six crew to organise and direct, each of whom has an Image Intensified Video Camera attached to his or her helmet that relays pictures back to you at the operations bay. Although you can only control one of the crew at a time, you can give the others instructions which they'll carry out while you switch control to another member of the team.

There's a total of 255 different locations and you can turn through a 360 degree view of each room — watch out for the beeping monitor which tells you the proximity of an approaching alien. It can get quite hairy when you realise an alien's practically breathing down your neck but you just can't see him. Not only that, but if you fail to protect the Generating and Control rooms and the aliens infiltrate, all the lights in the bay go out and you can't see a darn thing anyway.

Judging by the preview, *Aliens* should turn out to be one hell of a game and a great way to spend Christmas day after you've stuffed yourself with turkey and your stomach's about to burst!

TOP GUN
15

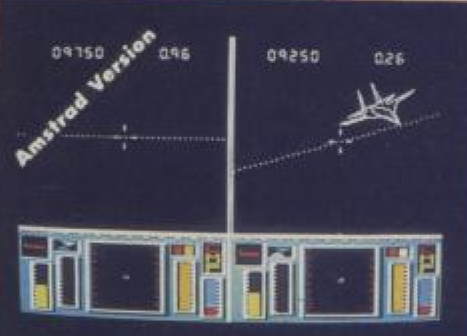


'Life is not a malfunction.' Eh? That's what it said on the *Short Circuit* poster so I just had to go and see the film. And very funny it was too.

Number 5 is missing! A strategically designed robot with an artificially intelligent weapon system, Number 5 has escaped, after a catastrophic one-in-a-million accident. Worse still, he's come to the conclusion he's alive. Dr Newton Crosby (played by Steve Guttenberg) is the man who designed him and he now wants to take him apart again to find out what went wrong. Nova Robotic's president is worried silly that poor old Number 5's weapons will wipe out millions of innocent people. And the security chief is pretty keen on blowing him to bits so he can make it home in time for dins.

Help is at hand though in the form of Stephanie Speck (Ally Sheedy), a short-order cook whose one mission in life is to save all the animals in the world — Number 5 included. Can she save him? Go and see the film and find out 'cos you'll have 99 minutes of completely crazy, zany, madcap fun. You'll instantly fall in love with the plucky little robot Number 5 and if you're anything like me you'll want to take him home. (*Nobody's anything like you! Ed*).

TOP GUN
Ocean



Vroooooom... Screeeeeeeech! That's the sound of your F-14 Tomahawk taking off from an aircraft carrier as you prepare to battle against your opponent in Ocean's *Top Gun*. Only louder! The on-screen display shows both your, and your opponent's, cockpit view and below this there's a console of various readouts indicating fuel, ammunition, radar, altitude, weapon selection and warning lights.

The game is split into two parts. In the first section you're in the *Top Gun* class competing against an instructor — the computer or one of your friends. Usually there's only one plane's view which is displayed in vector graphics, against an artificial horizon. You won't be fighting with real ammo but audible and visible indicators will let you know what's happening. Get though this and it's on to the second level where you're on your own, dogfighting a computer adversary — and he's mean! Luckily you're armed with machine guns, heat-seeking missiles and flares — defeat the computer and it's on to the next level where it gets even faster and harder.

Even the unfinished version of *Top Gun* I saw looked brilliantly animated and handled realistically but it's very fast and you'll certainly have to be good to prove yourself as 'Top Gun'. At least you don't have to look like Tom Cruise!

SHORT CIRCUIT
PG



If macho men doing all manner of dare devil stunts in the cockpit of an F-14 Tomcat fighter plane turns you on then you'll love this film. Lt. Pete 'Maverick' Mitchell, played by heartthrob (well my heart throbbed anyway) Tom Cruise, has made it to San Diego's Naval Air Station. He and his co-pilot, Goose, have five weeks of intensive training ahead of them to become the best shooter pilots in the world. Only one team can qualify for the esteemed accolade of 'Top Gun' and the competition's tough.

The film combines fast action, amazing stunts and a wealth of special effects. There are also touches of humour and tenderness — well the hero's got to fall in lurve hasn't he? And he does. With the glamorous 'Charlie'. No, it's not a man, it's Top Gun's resident astrophysicist/instructor, Charlotte Blackwood, whose job it is to pick out the best of a bunch of nifty pilots.

There's not a lot of plot in *Top Gun* but the film makes up for it with all-out action and the stunning photography in the plane flying sequences. And if that's not enough for you at least you'll lose your hearing listening to the soundtrack. Well, have you ever heard the deafening roar of a Tomcat's engines as it flies straight through the space between your ears?

SHORT CIRCUIT
Ocean



What's cute, intelligent and looks like ET on roller skates? Number 5, that's who — the star of Ocean's new game *Short Circuit* based on the film of the same name.

Number 5 is a highly sophisticated robot with the power to wipe out the population of California with one blast from his very powerful laser. By a freak accident he's been blessed with human intelligence and wants to escape from the factory where he was assembled by scientist, Newton Crosby.

In this comical arcade strategy game you play Number 5 and it's up to you to get him through the security systems that protect the factory and into the outside world.

Control is amazingly smooth and simple. To search any object you just press fire and a window will appear with a scrolling message informing you whether your search has been successful. You escape in a van and can do so at any time, though you'll be caught if you haven't found all the necessary objects. Even after you've managed to escape you'll then have to help Number 5 build a replica of himself to fool his pursuers.

Short Circuit promises superb colourful graphics and challenging gameplay and you'll want to keep on playing to save poor old Number 5!

COBRA
18



Scene 1 There's been a spate of grisly murders in New York and the cops don't have a clue who's responsible. *Scene 2* An incredibly beautiful model witnesses one of these horrific murders. *Scene 3* A group of homicidal maniacs, 'The New Order' has decided she must be silenced before she can identify them.

And there you have the plot — some plot! — of *Cobra*, Sylvester 'strong but silent' Stallone's latest macho offering.

The evil gang bungles an attempt on the model's (Anna Conda by any chance?) life while she's recovering in hospital and she just manages to slither into the arms of Cobra (Stallone). With a steely determination, he whisks her off into a secluded hideaway in the hills promising to be her protector. But, just as he begins to relax, he realises the policewoman assigned to the case is a traitor — a real snake in the grass.

A personal battle between the leader of The New Order and Cobra is waged. The gang arrives but Cobra is ready to strike with guns, grenades, knives... hang on, this sounds like *Rambo*! All good action stuff which keeps you on the edge of your seat until good has finally triumphed. If you like pure violence you'll love it. Me — I prefer a bit more of a storyline.

COBRA
Ocean



If crime is a disease, Cobra is the cure. Ocean's latest fast action arcade offering, *Cobra*, promises to keep you off the streets and occupied for weeks. You play *Cobra*, a 'tough on the streets' city detective with a mission — kill or be killed.

There are three levels and first you must find the woman who you're supposed to be guarding and keep her close to you. You start with only a headbutt to defend yourself but as you progress you'll find other weapons in the form of hamburgers (eh?). It's pot luck what you'll find but it'll either be a machine gun, knife or pistol. Each time you collect a weapon a yellow duck appears at the bottom of the screen to give you an idea of how much firing power you've got left. Once exhausted the duck will change to a cobra and you revert to headbutting.

Women with bazookas, prams and angry henchmen will attempt to kill you at every opportunity so you've got to have razor sharp reflexes to complete a level. You have three lives displayed on-screen and you're gonna need 'em. Each level is set in a different scenario and in the final one the major villain pops up who you must send packing.

If you adder problem seeing *Cobra* at the movies 'cos you were too young don't viper tear from your eye — go and buy Ocean's *Cobra* and have a lot of fun.

BIG TROUBLE IN LITTLE CHINA
15



This spoof martial arts fantasy is more chopstick than slapstick! But it's enjoyable for all that.

Jack Burton, a typical all-American hero (played by Kurt Russell) befriends Wang Chi, a local restauranteur, who's about to meet Maio Yin, his future bride. Unfortunately, she's abducted at the airport and Jack and Wang Chi go off in search of her with the help of Egg Shen, a tourist guide with occult powers, and Gracie Law, a crusading attorney.

The action takes place under San Francisco's China Town — in the sewers to be precise, where an evil Chinese villain, Lo Pan, has imprisoned Maio Yin. And all because the lady's got green eyes. Lo Pan's had a 2000 year curse placed on him and in order to appease the demon that did it, he must marry and then sacrifice a girl with green eyes. So it's up to Jack, Wang Chi and the others to chop through a menagerie of weird and wonderful adversaries such as Thunder, Lightning, Rain, The Wild Man, The Sewer Monster and One Eye in order to reach Lo Pan and save Maio Yin from impending death.

Despite the chaotic plot and so so special effects, *Big Trouble In Little China* is certainly hectic, action packed and great fun to watch.

BIG TROUBLE IN LITTLE CHINA
Electric Dreams



Boy are you in big trouble? The evil Lo Pan has captured the beautiful green-eyed Maio Yin and you as the brave but wacky crusaders, Wang Chi, Egg Shen and big'n'butch Jack Burton must come to the rescue before it's too late...

As in the film, the game's set in the Chinese underworld of San Francisco and the race is on to defeat the dastardly Lo Pan and his associated monsters. It's all icon-driven and you take control of the three main characters whose pictures are displayed at the bottom of the screen. Beside these are icons displaying what you're carrying and each character's stamina. The main window displays the three heroes and the sewer background, as well as Lo Pan's assorted henchman when they appear.

You have to decide which character is the most suited to fight. Once in combat the character's stamina will get drained and if it reaches zero he'll die, so make sure you keep an eye out for food.

Once you've battled it out with assorted creatures and reached Lo Pan's headquarters it's into battle with the evil master himself. Take too long and Maio Yin will die a nasty death.

If you fancy an oriental Christmas, *Big Trouble In Little China* is full of Eastern Promise.

BULLSEYE

Millions enjoy this popular TV darts game, and now you can join Bully on the oche where you aim to win and throw to answer! A good arrow and you can pick your favourite topic ranging from Food to Pot Luck – a correct answer, and you're on your way! Do you want to gamble! £8.95

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THE WINNING HAND THIS CHRISTMAS.

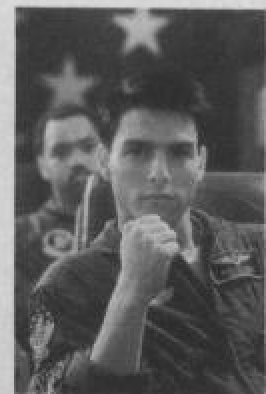


Blockbusters, Bullseye, Gold Run, Treasure Hunt and EastEnders available on: Commodore 64, Spectrum 48K, BBC Model B, Electron, Amstrad. Countdown on Commodore 64, Spectrum 48K, BBC Model B, Amstrad.

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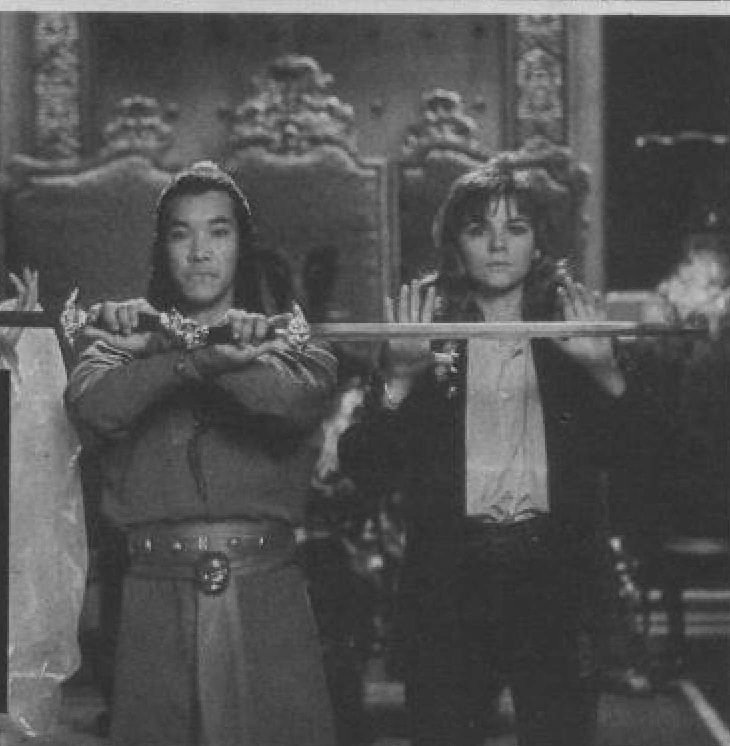
AT A CINEMA NEAR YOU...

From left to right. *Top Gun, Short Circuit, Highlander, Cobra* and *Big Trouble In Little China*.











Lucas Films, famed for the *Star Wars* trilogy, has already moved into the arena with a vengeance. Who knows, we may even get to the stage where film companies license computer games to turn into films. What a thought, eh? *Jet Set Willy On The Road To Stardom, Wally The 13th* or *Back To The Monty Mole.* Rod Cousens certainly thinks it's possible. We shall see...

COMING SOON...

In the meantime there's a fair paramount of film licensed games due out in the next few months. So, grab your popcorn, choc ice and hot dog, settle back in your seat and wait for the trailer. Da da da da daaada da daaah. Rank Advertising presents...

Apart from *Top Gun, Short Circuit* and *Cobra*, Ocean is soon to release *Highlander*, a sword fight simulation in which you must battle for The Prize — the ability to read people's minds. Also look out for three new titles next year — though Ocean's keeping them under wraps at the moment. Domark will be releasing *Live And Let Die* in early '87 and a game based on the new Bond movie, *The Living Daylights*, later the same year.

Electric Dreams is releasing *Labyrinthion*, taken from the fantasy movie starring David Bowie. It'll also be producing *Howard — A New Breed Of Hero* though there's no date for that yet. The film was originally entitled *Howard The Duck* in America but it went down the whoosher so fast that the name's been changed to protect the guilty. It's about the cult comic book hero, Howard the Duck — though judging by his antics, he's a very distant relation of Donald's! Even as we speak, Electric Dreams is negotiating the rights to other movie titles but we'll just have to wait and see what they are.

I'm just waiting for someone to license *Gone With The Wind, Love Story* and *Brief Encounter* but then I've always been a bit of a sucker for romance! ●

ON LOCATION



You've seen the film of the book of the play of the cuddly toy of the cartoon character of the peculiar little scribble on the back of a fag packet . . . Now hear what Mark Eyles, software designer extraordinaire has to say . . .

What games licensed from films have you worked on so far?
Back To The Future, Big Trouble In Little China, Howard — A New Breed Of Hero *and* Aliens.

What's your favourite?
Usually the one I'm working on, in this case Aliens — it'll be brilliant!

Once a film license has been obtained what do you, as the Software Designer, have to do?
Read the scripts, or see the film, if it's been shot, and devise a storyboard. This'll include a detailed gameplan of the scenario, characters, their behaviour and how the game will play. I usually produce a few sample screens on my Spectrum too. If this is accepted a whole programming team is brought together to implement the design into a working game - well, that's the idea!

What sort of problems are associated with producing a game from a film?
The main restriction is the hardware — obviously you haven't got the sound and colour that a film producer's got. It's also very difficult to recreate a hero and show the differences between characters. Still, it's a challenge and very satisfying when you've come up with something that reproduces a film's atmosphere.

Do the programming team have difficulty converting your design of a game when they're working with only 48K of memory?
Admittedly I'm not a programmer (if I programmed a game it'd look like a load of blobs moving around in Basic) but I do know what a machine's capable of. There would be no point coming up with a mega amazing design that just wasn't feasible to program. But it works the other way too — most programmers couldn't design a game so we complement each other.

What are the advantages and disadvantages of designing a game when you've only seen the script of a film?
Usually it's no problem, though films can sometimes alter by the time they actually hit the screen. In Aliens, for example, it wasn't until I'd seen the film that I realised the little girl, Newt,(the sole survivor on the planet) played such an important role. I then had to incorporate this into my original design and by this stage the programmers were already developing the game. Producing a game is an ongoing process — we're continually adapting and refining it though the essential design will still be the same. The advantage of designing a game based on a film when it's in script stage is you've more time to program the game. That way it should be a better product and still come out when the film's released.

Do you go to the cinema a lot?
Yes I do. Obviously I go and see all the films that I'm designing games for, but I'll also go and see anything that I think will be well produced. I particularly like sci-fi stuff and Spielberg movies.

Are you a trainspotter and do you have a pair of mittens with elastic on?
I haven't put my trainspotter sticker up anywhere, sorry, but I s'pose I'm an ageing trainspotter. And no, but I have got this really neat pair that have the fingers sawn off and a little flap on the top so you can wear them like mittens too.

all i want for Ch

Nory 'They call me Batta Menaeer, 18 and a housewife, doesn't wear any pyjamas, thinks he looks gormless and really likes *Hacking Away*. ***Fave Games*** *Elite* and 'that one where you kick people", *Way Of The Exploding Fist*. ***Fave add-on*** Sorry? Oh, I see. My disk drive. "I'd like to find a new house and *Leaderboard Golf* in my Christmas stocking." ***Likes*** Computers, driving fast and John Cleese. ***Dislikes*** Muesli with sugar on and "people who ask me stupid questions." Believes in Father Christmas, "though I haven't met him yet!"







Tim Guest, 11 comes from London and so does **Anne** , his mum. ***Colour of pyjama bottoms*** Red. **Anne** : "He's got some transparent ones as well." ***Fave Games*** *Elite* and "*Gauntlet* in the arcades." **Anne**: *Movie*, "to look at" and *Jack The Nipper*. ***Fave brekky*** Shreddies. **Anne**: Breakfast in bed. ***Wants*** A Commodore Amiga. **Anne** : "You're not supposed to say that" and *Gauntlet*. **Anne**: "How much is that one? I'd like two, sorry three, no, four tickets to somewhere hot, sunny by the sea." ***Best thing in YS*** Task Force. **Anne**: Letters and games reviews, "he forces me to read it but I think it's funny." ***Worst thing about your mum*** "Do you have a lot of room on that paper?" **Anne**: "the worst thing about him is his untidyness." ***Best thing about your mum*** "Can't think of anything." **Anne**: "The best thing about Tim is his sense of humour!"

Photography: Tony Sleep



John Palmer is 15, comes from Sidcup and once owned an action man with eagle eyes and gripping hands. He reckons the best thing in YS is Hack Free Zone, "I love all the hints'n'tips." ***Fave add-on*** "What do you mean?" ***Wants*** A Mercedes sports and *Paperboy* for Christmas. ***Fave piece of clothing*** Union Jack underpants and "my blue jarmy bottoms." ***Likes*** Going into the arcades, "my fave game is *Star Wars*", Linda Lusardi, leather, Right Guard deodorant and The Young Ones. ***Dislikes*** "Mr Farral, my physics teacher." ***Fave Brekky*** Sugar Smacks.



Alison Stradling 11, from Kent, is at school, wears pink pyjama bottoms and loves maths, "everyone at school thinks I'm weird." ***Wants*** A mouse, "to draw with", and a new Chess game for Chrimble. ***Fave games*** *Kung Fu Master* and *Art Studio*. ***Best thing about YS*** The programs. ***Likes*** Pink socks, East Enders, Shreddies and playing the arcades, "I really like *Paperboy* and *Galaxians*." ***Dislikes*** Nothing. ***Fave bit of clothing*** A blue blouse with flowers on.



YS VOX POP SPECIAL

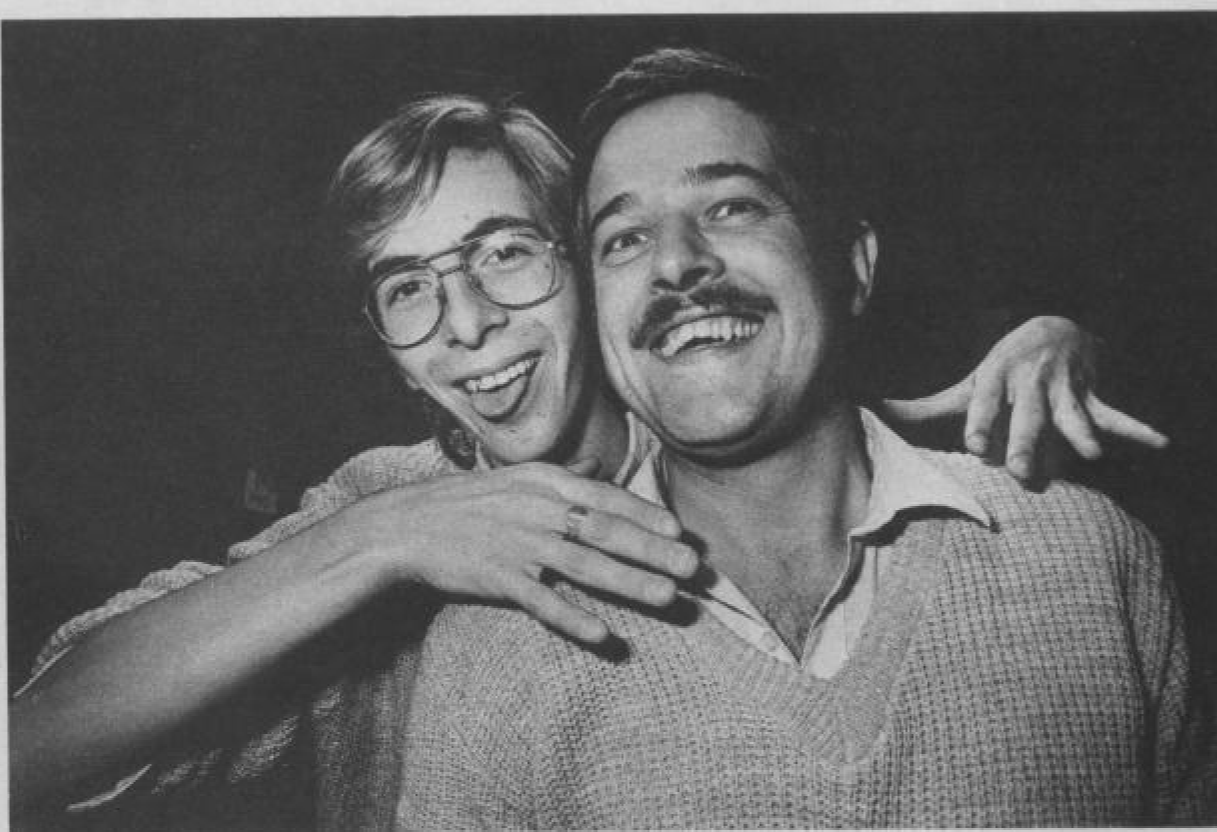
hristmas is...

...Transparent pyjama bottoms! Sugar Puffs and peanuts! Linda Lusardi! *T'zer* (*Likes* Marvin Gaye, sherbet dabs and black pudding) moseyed on down to the ZX Microfair to find out what takes *your* fancy!

Rogelio Zapptero Jnr, 16, is a student and lives in Greenwich. He wears Old Spice, "that stick stuff" and would like to find a Spectrum+2 in his Christmas stocking. ***Fave brekky*** Eggs, bacon and stuff with Weetabix. ***Likes*** Star Trek, "I'm a sci-fi freak", arcades and blue jim jams. ***Fave add-on*** "Pardon!" ***Dislikes*** Younger brothers and sisters playing on his computer and Commodore owners. ***Fave Game*** *Saboteur*, "it's the only one I can beat!" ***Wants*** *Rogue Trooper*, "I reckon it'll be a goodie."



Harriet Watson, 15 is from Parkway and definitely isn't a trainspotter. ***Colour of pyjamas*** "Don't wear any." ***Wants*** *Trapdoor* and "loads of clothes" for Xmas. ***Best thing in YS*** The reviews. ***Likes*** Naked Video, Rolos, "I'd never give my last Rolo to anyone though" and eating absolutely anything. ***Fave brekky*** Toast "yummy, yummy, yummy." ***Dislikes*** Big headed boys and poseurs.



Steve Fryer is "uh yes, okay 32" years old and a Senior Steam Train Restorer Operative (eh?). He has hairy pyjama bottoms, a Thanet Vikings jumper and used to be a trainspotter. ***Best thing inYS*** The staples — they're what holds it all together. ***Fave games*** *Southern Belle* (obviously), *Lords Of Midnight*. "I prefer stimulation, sorry simulations, myself like *Fighter Pilot*." ***Wants*** I'd like to find 'you' in my Christmas stocking! ***Dislikes*** *Airwolf* and *The Great Space Race*. ***Likes*** Sugar Puffs and peanuts for breakfast, Brut 33 "No messing" and Black Adder II. "Isn't that right Baldrick?" "Yes master." (Voice of **Grant Smith**, that famous all-American football star of the Thanet Viking—he's the one without the caterpillar on his top lip).

David Scotney, 16, is at college and from Hull and has an obsession with masculinity. On a night out he wears Brut 33 deodorant, otherwise it's Right Guard. ***Wants*** Sam (wahay) Fox for Christmas and some good shoot 'em up games. ***Dislikes*** Steven's clothes, "the whole of Hull is laughing at him." ***Likes*** Sam (wahay) Fox and arcades. "We've already been in on the way here". ***Fave arcade games*** *1942* and *Hang On*.

Steven Rodgers, 17 and at college, is a man who doesn't have to try too hard — he wears Denim, deodorant not jeans. ***Wants*** A Spectrum 128+2 for Christmas. ***Likes*** Max Headroom and the arcade game, *Paperboy*. ***Dislikes*** His face (David's that is). "He only likes me 'cos I've got loads of games." ***Best thing about YS*** Task Force. "Because I wrote into it once." ***Colour of pyjama bottoms*** Blue. "I'm a trainspotter in disguise — good isn't it?"





Jevon White, 15, comes from New Cross in London, wears Old Spice deodorant and loves girls, "Only if they're beautiful and intelligent." ***Wants*** *Gauntlet, Ghosts'n'Goblins, Heavy On The Magick* and "a million pounds" for Christmas. ***Likes*** Advanced Dungeons and Dragons, bacon'n'eggs and the colour brown. ***Dislikes*** Noodle soup, "ugh!" "I really like going into the arcades when I'm on holiday — the best game's *Gauntlet*."



Niall Mileman is 14 and comes from Crowborough. He wears white socks "they probably smell", and his mum's deodorant, sorry Mum, and reckons he's a bit of a hero in the arcades. "My favourite is *Dragon's Lair*." ***Best bits in YS*** The reviews and previews. ***Wants*** *ACE* for Christmas. "I don't believe in Father Christmas though, so me mum'll have to buy it." ***Fave game*** *Elite* "It's brilliant." ***Likes*** Cocoa Pops, *Trap Door*, "my Superman sweatshirt — it's very comfy," and blue pyjama bottoms. "*Your Sinclair* is the best magazine out." Creep!

YS VOX POP SPECIAL

TASK FORCE

Ian Hoare's Christmas stocking's packed with programs and running over with routines. (Shame about his feet!)

Last month I gave an example of how **Andy Glaister** uses the 48K Spectrum ROM to provide a table of jump vectors for Interrupt Mode 2 operation. Well, this was pretty complicated, so here's a slightly more flexible way of dealing with the problem.

This routine from **Steven Rodgers** checks to see if you have a printer installed, and if you haven't used it for a preset time, sticks up a message reminding you to turn it off! His original routine used memory scattered round all over the place, so I've altered it just to use space as near to the top of memory as possible. I've also used mainly hex addresses, to show what's going on more clearly. Look carefully at what happens in the initialise routine, as it's very compact.

```
OPEN#  EQU  1601H
ROMPR  EQU  8252
CHAN   EQU  23633
PAUSE  EQU  50
       ORG  OFDFDH
       JP   HANDL
       DEFS 257
INIT   DI
       LD   A,OFEH
       LD   I,A
       LD   HL,OFEOOH
       LD   B,L
       DEC  A
LOOP1  LD   (HL),A
       INC  HL
       DJNZ LOOP1
       LD   (HL),A
       IM2
       EI
       RET
OFF_2  LD A,03EH
       IM1
       LD   I,A
       RET
HANDL  DI
       PUSH AF
       PUSH BC
       PUSH DE
       PUSH HL
CHECK  LD   BC,251
       IN   A,C
       CP   255
       JR   Z,EXIT
       LD   BC,(TIME)
       LD   A,B
       CP   PAUSE
       JR   Z,PRINT
       INC  BC
       LD   (TIME),BC
EXIT   POP  HL
       POP  DE
       POP  BC
       POP  AF
       EI
       RST  038H
PRINT  LD   A,(CHAN)
       CP   182
       JR   NZ,UPPER
       LD   A,1
       JR   PRI
UPPER  CP   187
       JR   NZ,PRNTR
       LD   A,2
       JR   PRI
PRNTR  LD   A,3
PRI    PUSH AF
       LD   A,3
       CALL OPEN#
       LD   DE,DATA
       LD   BC,TIME-DATA
       CALL ROMPR
       POP  AF
       CALL OPEN#
       LD   BC,0
       LD   (TIME),BC
       JR   EXIT
DATA   DEFM "OY, Switch me
off!"
       DEFB 13
TIME   DEFW 0
       END
```

Steven's program won't work with Interface 1 connected, because it calls some ROM routines that may not be paged in when an interrupt is generated! See if you can work out how to get round this! Also, it'll only work with a ZX (or Alphacom) printer. Your own printer interface may not use Port 251. Finally, when you assemble this, make a note of the address of OFF_2, as you can call this to switch off Interrupt Mode 2 operation. To set up IM2 operation, you'll have to call INIT, which you'll find at FF01H (if you've got things right!). Well done Steven, I hope you find my changes interesting.

Pete Erskine from Colchester has written in with a very interesting question. He asks about the refresh register (R) and what it does. Simple to ask, Pete, but much harder to answer! Basically, the refresh register is an eight bit register, bit 7 of which is set by LD R,A, and the remaining seven bits are incremented every Machine 1 (M1) cycle.

It's used by the Z80 chip to make sure that the RAM chips are 'refreshed' every so often. This is a hardware function that ensures the RAM retains its contents. Okay, that's the bit I know very little about! As to how it's used in a program, and why hardware back-up devices preserve its contents, that's a lot easier. As I said before, the R register is incremented every machine cycle. Here are a couple of examples to simplify matters. The command LD H,A takes four T states and one single M cycle. If R contained 23 before the command LD H,A, if follows that after it, it'd contain 24. Easy eh?

The command LD A,0 on the other hand, takes two machine cycles, and seven time states. You might think that in this case, the R register would end up as 25. However, there's only a single M1 cycle, used to fetch the OP code from memory, while there's an M2 cycle, which takes a bit less time to read the data from memory. So, the R register ends up as 24 in my example. All OP codes take a varying number of M cycles to complete and you'll have to suss out which of them are M1 and which are M2 to work out what happens to the R register.

Obviously, the R register is changing very rapidly, and in a predictable, if rather obscure way. You can therefore load it with a particular value, and some time later, find out if it's what you expected. If not, then someone has been messing around with your program, and you can use this as a method of program protection. This is particularly useful during the loading process, of course. Okay, Pete?

John Taylor from Chelmsford wrote in with a piece of machine code that can be used, among other things, to produce anagrams. He provides a short Basic program too, which uses it in that way. Have a look — it's wicked!

```
       ORG  64935
       LD   A,(STORE)
       INC  A
       LD   B,A
       LD   HL,STORE+1
SETUP  LD   (HL),L
       INC  HL
       DJNZ MT_LP
       LD   BC,100
       RET
START  LD   H,OFEH
       LD   A,(STORE)
       LD   L,A
       LD   A,(HL)
       INC  A
       LD   (HL),A
       LD   HL,(STORE)
       LD   D,(HL)
       INC  D
       LD   L,(HL)
       LD   H,OFEH
       LD   B,L
NEXT1  LD   A,(HL)
       CP   D
       JR   NZ,HOPIT
       LD   A,1
       LD   (HL),A
       DEC  HL
       LD   A,(HL)
       INC  A
       LD   (HL),A
       INC  HL
HOPIT  DEC  HL
       DJNZ NEXT1
       LD   A,(STORE+1)
       CP   0
       JR   Z,MORE1
       LD   BC,1000
       RET
MORE1  LD   H,OFEH
       LD   A,(STORE)
       LD   L,A
MORE2  LD   A,L
       CP   1
       JR   NZ,COMP
       LD   BC,100
       RET
COMP   LD   A,(HL)
       DEC  HL
       LD   B,0
       LD   C,L
       PUSH HL
       CPDR
       POP  HL
       JR   NZ,MORE2
       JR   START
STORE  END
```

After compiling the code, save it as 'combi' with your assembler in the usual way. Now type in this short Basic program, and away you go.

```
10 CLEAR 64934
20 LOAD *"m";1;"combi"CODE
30 INPUT "Word ?? ";w$
40 LET L=LEN w$
50 POKE 65023,L
60 GO TO USR 64935
100 FOR n=65025 TO 65025+L-1
110 PRINT w$(PEEK n);
120 NEXT n
130 PRINT
140 GO TO USR 64951
1000 PRINT "That's it for ";w$
1010 PRINT''
1020 GO TO 30
```

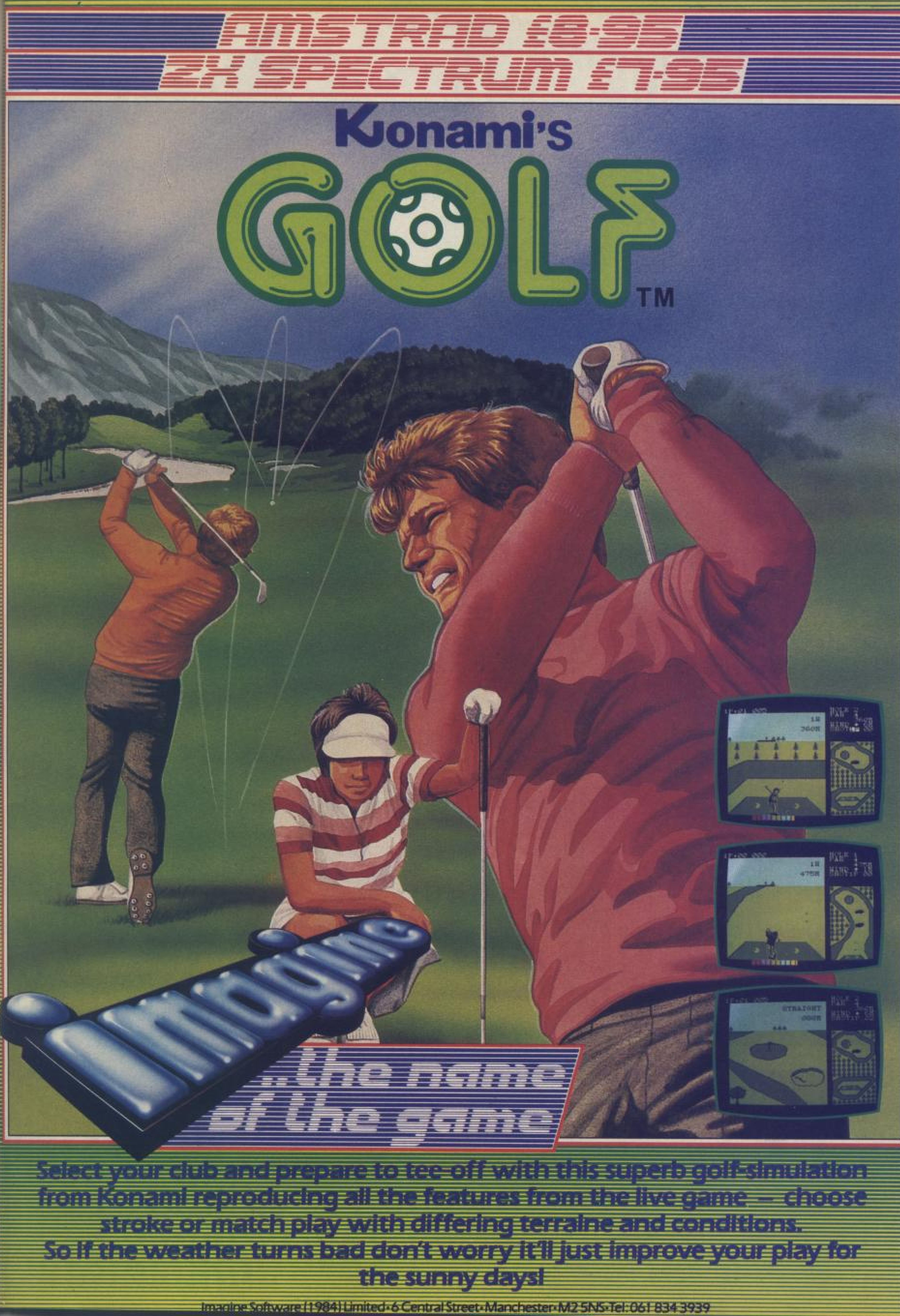
John's used some crafty techniques to make sure the code returns to the right part of the Basic calling program, so whatever you do, *do not* renumber the program. Obviously the code can be used for far more than just producing anagrams since it actually produces all the rearrangements of the numbers between 0 and the number POKEd into STORE. The Basic then uses them for string slicing.

Lastly this month I've been sent a useful little program from **Gilad Japhet** of Jerusalem. In the words of Gilad himself, 'Have you ever wanted to convert numbers from hex to decimal, from binary to decimal or whatever?' This neat little program can be used to convert between any bases you like. You can use it on its own, or as a subroutine in your own programs. Gilad modestly guarantees that there's no Basic converter which works faster! He also asks me to send his regards to his former teacher Francis Glassborrow, known to me through Micronet as 'Robinton'.

```
10 LET ol=??: LET ne=??:LET a$=
"????" :REM put in appropriate
values
20 LET c$="0123456789ABCDEFGHIJ"
: LET v=0: LET z=1: FOR Q=0 TO
LEN a$-1: LET m=CODE a$(LEN a$-Q
): LET m=m-(7 AND m>64)-48: LET
v=v+m*z: LET z=z*ol: NEXT Q: LET
b$="": IF ne=10 THEN IF LEN STR$
v<9 THEN LET b$=STR$ v: GO TO 50
30 FOR Q= LN v/LN ne TO 0 STEP
-1: LET s=1: FOR p=1 TO Q: LET s
=s*ne: NEXT p: LET t= INT (v/s):
LET b$=b$+c$(t+1): LET v= INT (v
-t*s): NEXT Q
50 PRINT "Converted Number:- ";
b$
```

Right, that's all I have room for this month, but keep those programs flowing in to Task Force, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE. See ya next month.

ALL LETTERS WIN A YS BADGE


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YS XMAS MEGACOMPO

THE 12 DAYS OF XMAS

...or where did I put that flippin' partridge?

"Ho ho ho! Look what Santa's got in her sack for you this Christmas. Games, games and er... more games. And any of them can be yours just by answering a few v. simple questions. Like how come I always get to dress up in the silly suit and make a spectacle of myself? And how long will it take me to grow the full beard? Now come into my grotty and sit on Santa's knee, little boy, and tell me what you'd most like for Christmas. No, you can't peek inside my Christmas stockings. And Rudolph... STOP THAT... you derty ol' Reindeer!"

On the 1st day of Christmas, *YS* sent to me...

A *PAPERBOY* IN A PEAR TREE...

plus *Ghosts'n'Goblins*, *Commando*, *Frank Bruno's Boxing* and *1942*. And they can all be yours (well, all except for the pear tree) if you tell us (spot the tenuous link with *Commando*) the motto of the SAS. Is it:

1 Dan Dare Wins?
2 Who Dares Wins?
3 Who Cares Who Wins?

On the 2nd day of Christmas, *YS* sent to me...

***TWO ARTIST II's*...**

and two copies of *The Writer* from SofTechnics. Just tell us which laid-back artist painted the ceiling of the Sistine Chapel. (American visits the Vatican, "Gee Elmer, if this is the sixteen chapel, where are the other fifteen?" Ho ho ho!) Was it:

1 Leonardo da Vinci?
2 Michael Angelo?
3 Michael Parkinson?

On the 3rd day of Christmas, *YS* sent to me...

THREE FRENCH MEN...

Well, three French games actually. Infogrames is offering copies of its great new games, *Vera Cruz*, *The Inheritance* and *Mandragore* to the YS readers who know the colour of the cat pursued by Inspecteur Clousseau. Was it:

1 Black with spots?
2 Tabby?
3 Pink?

On the 4th day of Christmas, *YS* sent to me...

FOUR CALLING BERKS...

plus Drutt and Boni. They're all in Piranha's megagame, *Trap Door*, and there's a copy (one of twenty, not four) on its way to you if you know who does the voice overs on the telly series. Is it:

1 Willie Whitelaw?
2 Willie Rushton
3 Willy Wonka?

On the 6th day of Christmas, *YS* sent to me...

SIX TRAILS A'BLAZIN'...

Actually, Gremlin's offering not six, but twelve, copies of its arcade hit *Trailblazer* if you can tell us who sang On The Trail Of The Lonesome Pine. Was it:

1 Thomas Hardy
2 Laurel and Hardy
3 Kiss Me Hardy

On the 7th day of Christmas, *YS* sent to me...

SEVEN SWOTS A'SWOTTIN'...

CRL is offering 10 copies each of *Academy*, the completely berilliant follow-up to *Tau-Ceti*, (though it's not shown in the piccy) and 10 copies of *Room 10* (which is!). So, swots, take a swipe at this next question. Who will you find following an academic course each week in the Dandy?

1 The Belles of St. Trinians?
2 The Bash Street Kids?
3 Billy Bunter?

On the 8th day of Christmas, *YS* sent to me...

EIGHT GAULS A'STONIN'...

'Allo my little cabbage. 'Ow would you like your very own copy of *Asterix*? Stone me. Such gall. And Melbourne House is also offering eight copies of *Conquestador*. Just tell us the name of Asterix's outsized sidekick. Is it:

1 Oblonsky?
2 Obelix?
3 Oppalong Cassidy?

On the 9th day of Christmas, *YS* sent to me...

NINE DRAGONS FLYING...

Life's a drag — without a copy of Durell's *Thanatos* it is. Just like St George, you can have your very own dragon to play with. But first tell us the name of Puff the Magic Dragon's friend. Was it:

1 Little Jack Horner?
2 Little Jacky Paper?
3 Big Jack Charlton?

On the 10th day of Christmas, *YS* sent to me...

TEN LORDS A'LEAPING...

Tenuous this, but Tarzan found out he was a lord in the end. And Martech's offering ten copies of its latest game, *Tarzan* if you can tell us who wrote the original stories. Was it:

1 Edgar Wallace?
2 Edgar Rice Burroughs?
3 Edgar Lustgarten?

On the 11th day of Christmas, *YS* sent to me...

ELEVEN PIPERS PIPING...

No pipe dream this. Ocean's offering eleven copies of *Highlander* scot free if you can just tell us what goes into that great Scottish delicacy, haggis (bleurgh!) Is it:

1 A pangolin's toe-nails stewed in a seaweed sauce?
2 Sheep's intestines boiled in its stomach bag?
3 Crushed snail shells cooked in slime?

On the 12th day of Christmas, *YS* sent to me...

TWELVE DRINKERS DRINKING...

... and they've been drinking all through the previous twelve days. Best to keep out of their way and play Alligata's *Pub Games* at home. Just tell us the numbers on either side of the twenty on a dart board. Are they:

1 One and five?
2 Nineteen and six?
3 Sorry but I'm too squiffy to see right now?



A JOLLY MERRY CHRISTMAS MEGACOMPO

It may be coming up to Chrimble but I'm not completely out of it... yet! Here are the answers to your darn silly questions.

Q1... Q2... Q3... Q4... Q5... Q6...
Q7... Q8... Q9... Q10... Q11... Q12...

Name ....

Address ....

....

.... Postcode ....

And even as we speak I'm clipping out the coupon, sticking it to the back of a postcard and sending it to the Dolly Partridge In A Pear Tree Megacompo, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE.



CHRISTMAS BOX

Ye merrie gentlemen (and ladies) of Sportscene Specialist Press, SofTechnics, Piranha, Martech, Melbourne House, Gremlin and everyone else in the megacompo just aren't allowed to enter. Entries must reach us by one-horse open sleigh no later than the 31st January 1987.

A wise man won't enter into correspondence with the Ed or he might find the season of goodwill has ceased a bit sharpish!

the voice overs on the telly series. Is it:
1 Willie Whitelaw?
2 Willie Rushton
3 Willy Wonka?

On the 5th day of Christmas, *YS* sent to me...

FIVE COLD THINGS...

A cool five copies of Mikro-Gen's hot new game, *Frost Byte*. Just tell us who was dreaming of a White Christmas in the film of the same name. Was it:
1 Bing Crosby?
2 Bob Hope?
3 Abandon Hope? (*All ye who work on YS! Ed*)



Is it Chrismas Carol, you ask? No, it's T'zer's in Sanity Claus!

Photography: Liz Heaney


DANDY
YOUR SINCLAIR MEGAGAME

SCREEN SHOTS

More screenshots than ever before! All in glorious technicolour! Can anything hold these reviewers back? *Gwyn Hughes, Rachael Smith, Max Phillips, Rick Robson, Tommy Nash, Phil South* and *Troubleshootin' Pete* get their trigger fingers twitching and their firing fingers flashing!

180

YOUR SINCLAIR MEGAGAME

MAD/£2.99

Rick 'Lo there, lads, (not forgetting you lassies) — get them old plates up to the oche and let's get down to some serious flechettes. Bar Sports might have proved an all rounder on the Bar Wars front, but *180* will decide who slings the meanest arrer in town.

180 is, quite simply, the best pound for pound darts simulation you'll ever lay your mitts on. And if the noble art of pint pots and fag ends isn't your cup of tea, fear not, this stands up as a Speccy game in its own right, requiring the kind of hand to eye co-ordination any arcade adept would be proud to exhibit.

What's more, it's actually *two* games in one. The practice mode is not played in competition, but is a fine test of your own nerve. You have ninety seconds to go round the board from twenty to one. This not only teaches you how to throw at speed and find your way around the board but introduces you to the throwing technique. This is rather disconcerting on two counts. First the screen presents you with conventional dart and black boards. But hovering before it, like a hand of Orlac or a bit part from *Friday The 13th* is a well-realised disembodied hand. What's more, it shakes! Thinking this was me I partook of more liquid refreshment. Eventually the hand stopped but I found the room was revolving around me instead.

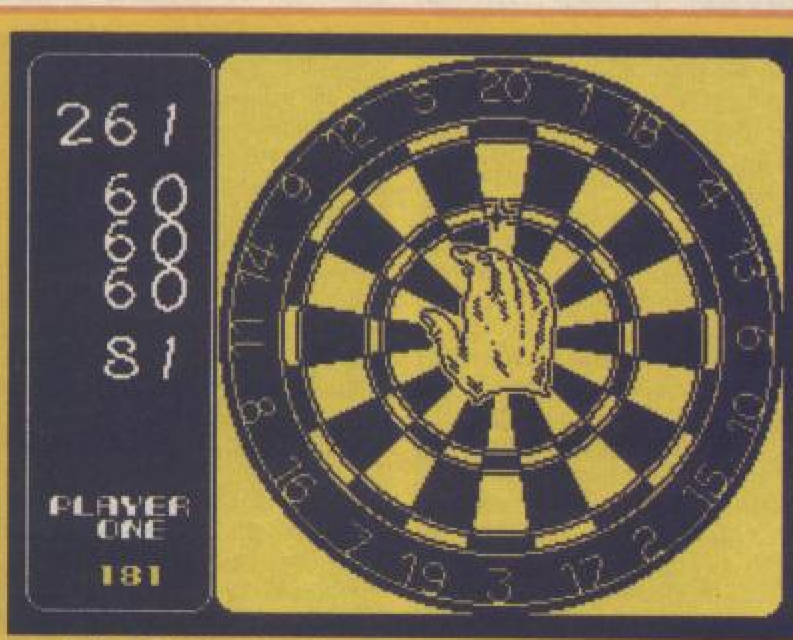
Though this game is keyboard compatible, joysticks suit it like Fergie loves Andy. The joystick motion needed to control the hand is doggedly diagonal whilst the hand essentially rotates in a wider and wider circle. So you can only fire on the move (tricky), and the earlier you fire the better, except, of course, you'll have less time to aim. Check the trajectory is correct too (depicted by the angle of the dart in the hand) then hit the fire button and, hewgh!, watch that tungsten bird fly home.

In a competition of 501, with the best of three sets, the technique is the same, with scores automatically deducted on screen, (nice chalk simulation here, Mastertronic) — and the bumf provides a very useful list of all the finishing combinations which saves on the brain-ache. There is a two-up facility if you want to quaff a can with your pals, but it's playing the computer that'll really hone your skills.

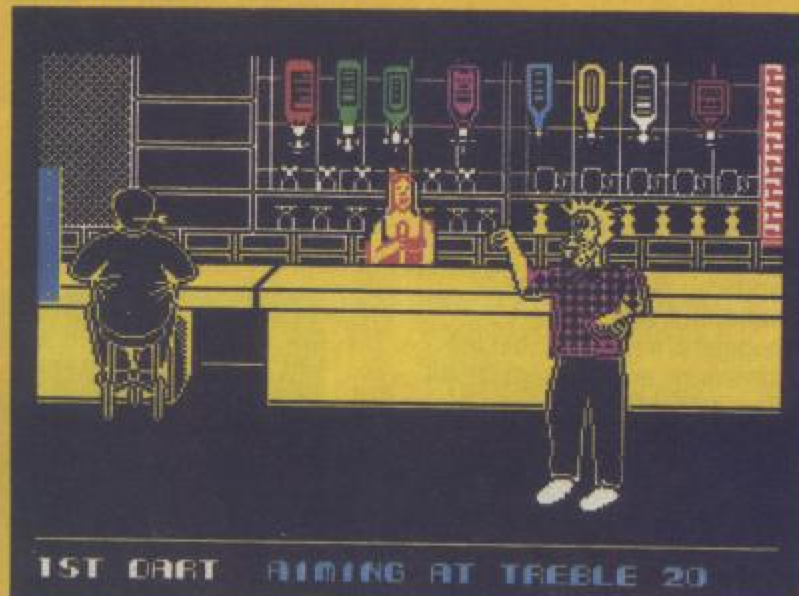
Your opponents come in nine guises like Belly Bill and Sure Shot Syd — don't be put off by the silly names! You'll always go first in the compo which, in theory, means you'll be first on the double — make sure you are 'cos these guys are hot stuff! After your throw, there's a simulation of the oppo's go — text tells you his target and what he gets while in the background pints are pulled and dogs cock their legs. Each player has different abilities and tactics — and I might be wrong, but they all seem to have the ability to raise their game — in other words, the better you get, the better they'll respond. Equally, if you start badly they won't rush into an unassailable lead, so you won't be demoralized.

In its presentation, *180* does veer toward the macho, crafty cockney Bristow school of darts rather than that of Gentleman John Lowe, but otherwise there's little to quibble about — a winner across the board!

Rating	
Graphics	
Playability	
Value for Money	
Addictiveness	
Overall	9



Here's the dart board and score board. The configurations remain the same in practice or competition mode, except that in the former you'll get your target number on the left, and the latter will show each dart's score and final total — all in a chalk style script. None of that namby pamby electric stuff with this mega-macho game.



When the oppo's at the oche there's nothing you can do but hope he's too squiffy to throw straight. You won't see the board, but the text tells you his score, as well as his original aim. If you can't bear to watch, then keep an eye on the barmaid pulling pints and slinging them western style along the counter, or on the cocky canine showing his appreciation of the local brew.

BIG FOUR

Durell/£9.95

Rick This has got to be a better stocking filler than Bet Lynch! *Combat Lynx, Critical Mass, Turbo Esprit* and *Saboteur* all for the price of one — swoon! It makes your trigger finger twitch just thinking about it.

All these megagames charted, all of 'em are winners. If you've spent the last eighteen months begging, borrowing and swopping trying to get hold of these titles, now you can relax.

Most of you out there in Speccy land will be familiar with these Hall of Fame Classics. *Combat Lynx* combines the cool brain power of an army war game with the pulse-propelling thrills of a flight simulator. Your mission not-so-impossible is to appropriately arm your chopper and successfully defend six bases without having your three lives terminated. With its strong strategy element requiring practice and forethought *Lynx* is the slowest but certainly not the least satisfying of the four.

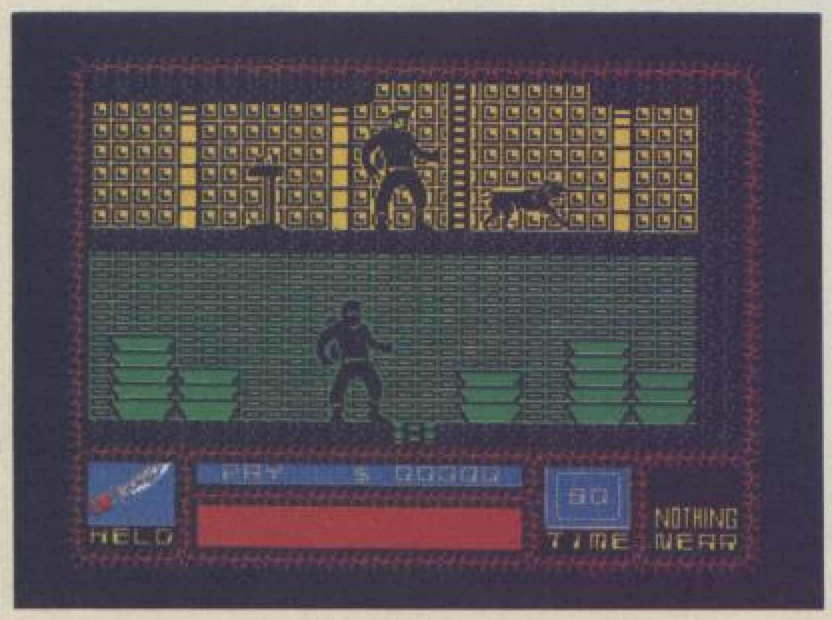
Critical Mass is the nearest to a straight cosmic arcader. To start, make an immediate eyes-right dash to the end zone to eliminate a turret between the force gates, avoiding everything from rocks to aliens to roving mines to clouds of disorientation — and that's just for starters. It's a game where you literally daren't, can't even, stay still. If your rocket-hover implodes, can you and your jet pack still avoid the Dune-like sand worms, find a new craft, infiltrate the enemy positions and disable the anti-matter plant before Critical Mass is achieved? Gulp! Who knows? You'll just have to play it and find out.

Turbo Esprit. What can you say? Urble, darble goobery doo! Hackman and McQueen practice on it before performing their cunning stunts, the Ed before driving to work! It has the thrills and spills of a city car-chase-race. But it's not all spinal cord reflex. With the map aids you can plan your interception of the drug smugglers, trying to avoid the pedestrians and one way strips before ultimately cornering the drug baron.

Saboteur turns you into a Ninja — a martial arts-trained mercenary whose job is to break into a warehouse and escape by helicopter from the roof with a disk of secret info. But it's no secret that this game links the skills of other martial arts game with the cunning of a mazer (mapping is essential to get through those rooms and sewers — see the *YS* June issue) and the beat-the-clock tension of an arcade thriller. And remember — zero points for mashing the mutts.

Only Beethoven's Quartets beat this fun foursome — Gimme! Gimme! Gimme!

Graphics / Playability / Value for Money / Addictiveness — 9



Ariolasoft/£8.95

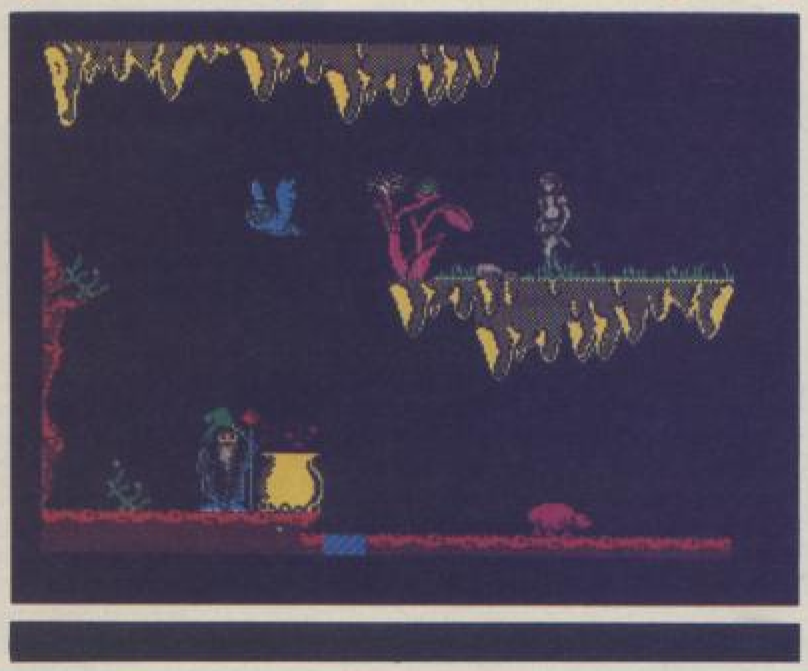
Phil Lawks a mussy! Stap me vitals! Great thundering egads and plenty of thees and thous. . . 'tis but a little slip in time twixt the place of thy birth in the 20th Century and where thou findeth yourself enow! Gad me zooks! Alone and friendless in a medieval setting. . . yipes. Ten out of ten for picturesque woodland, minus several million for the evil druid and all the eye clawing owls and flesh eating spiders.

Good job you found a sword though, 'cos that's the only way you'll get anywhere, by thrashing everything you meet into bite-size pieces. (Swish, squelch!) In order to escape this flashback into forsoothery, you've got to collect four elements from your own century and present them to the guardian of each world you enter. The different worlds (the Forest, Lake, Cave and finally Castle Camelot) each have a different magical guardian which you must best before progressing onto the next. Each world is linked to the next by a magic portal, which you must also find.

This is a jaunty little platform jape in knight's clothing, with a few nicely animated monsters to get your blood up, but not enough action to *really* get you excited. The control you have on your character seems a little stiff, which is a shame as you have to perform a lot of very closely bunched jumps, turns and strikes in order to get through the first screens. But not bad at all if you're a platform freak looking for a new Left/Right/Jump-arama to best. The graphics aren't bad, with few attribute problems, and all that with multicoloured sprites too! It certainly made *me* Laughalot.

Graphics / Playability / Value for Money / Addictiveness — 7

CAMELOT WARRIORS

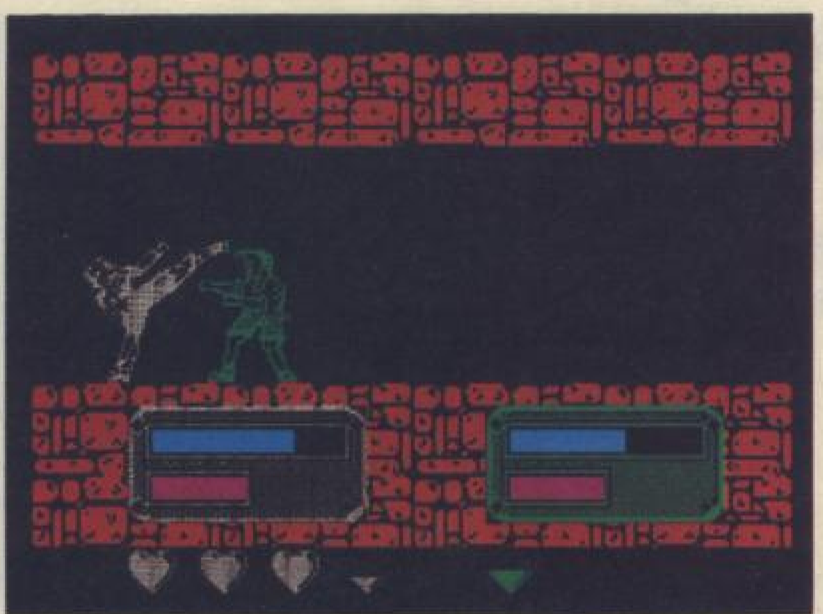


GOONIES

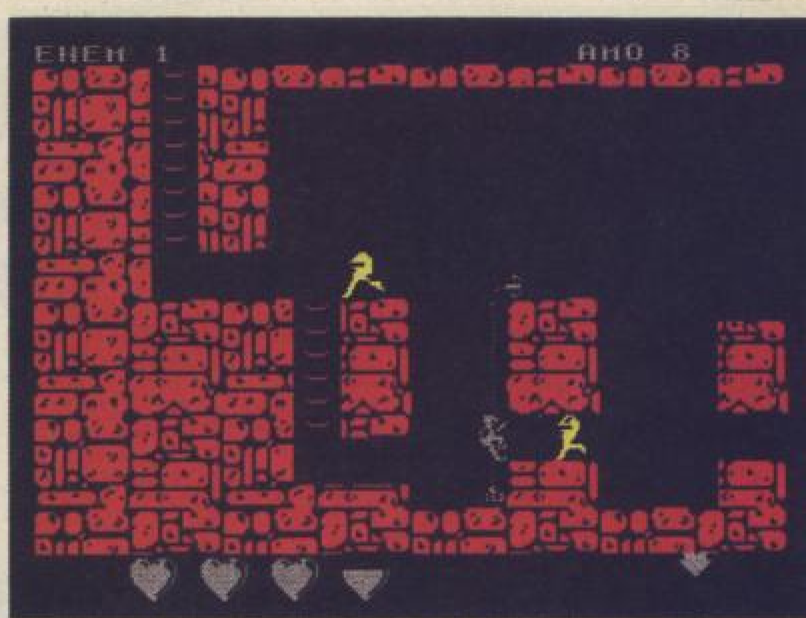
US Gold/£7.99

Rick Ya-roo! Yee-hah! At last, it's here, the Wondrous One — after a year's wait, (anticipation only adds to the enjoyment) US Gold has finally released *Goonies*, just as the video of the movie peaks in the charts.

US Gold's pedigree is steeped in blood — marmalizing Moscow, busting dams and blowing up Beach heads, so it's refreshing to report that *Goonies*, true to the Spielberg innocence of the film, is based on co-operation and helping your buddies in peril. Go-it-alone Ramboism won't help you here. It's a complex platform game requiring enough forethought to count as strategy. But though the problems are mind boggling the emphasis is always on fun rather than frustration.



Gung ho, kung fu! For a man in his Doc M's, Trooper fights a pretty nifty battle. He's also as tough as old boots, with a lotta lives. But the evil oriental fiend is only half-hearted about his martial arts, and a few good kicks should send him into touch.



Now here's a trick anyone can do with a bit of old washing line and a bent safety pin. Choose the rope from your inventory icons, bottom right, then press fire to send it spinning upwards. How far depends on how long you hold down the key.

THEY CALL ME TROOPER

CRL/£8.95

Rachael . . .and they call me Rachael. Fancy a drink?

No chance, because Trooper is a real party pooper. He's got lots of macho-type action ahead of him. Why, I bet he eats four Shredded Wheat for breakfast!

Trooper arrived without a letter of introduction, which is why I'm a little hazy on what his exploits are all about. Probably too totally top secret to reveal to a girlie like me. Luckily some mole dropped the cassette into my dayglo handbag and whispered, "Take a look at this. It's. . . hot off the presses!"

The loading screen gave me a hint. There was good ol' Troop aiming a balletic high kick at some Commie type. *And* he was wearing army boots. I mean, worra man. Makes John Wayne look like a cissy. A shiver ran down my spine. . . a shiver of boredom. It looked like another. . . punch 'em up.

But a surprise lay in store. Once loaded, this so-macho guardian of the free world turned out to be a tiny little fella in a sort of oriental *Jet Set Willy* world. Way of the Exploding Pixel, anybody?

I sent Troop to do a little investigating, but as he encountered a wall going up, who should he run into but a guard, coming down. He scarcely had time to introduce himself when the scene changed. . . and Trooper just grew on me!

Suddenly Fist-size combatants were aiming the usual range of vicious kicks, jabs and leaps at each other, as East fought West in a bout of free-for-all thumping. Now I've seen enough GBH games to give me a lifetime of bruises, but this one had a certain urgency, because the outcome of the arcade adventure screens (and so the fate of the free world. . . etc, etc) depended on it. It's got nicely animated graphics and the various eye gouging options seemed comprehensive enough.

The green guard was vanquished and left as a crumpled corpse on the floor. Trooper found a way up the wall, picked up a rope and hook, and then he could assail the unassailable. And pretty soon he'd acquired a gun, so he could assault the unassaultable too.

Onward, ever onward, and into the evil jungle lair of whatever evil oriental type we were battling. There lurked further nasties. Some, which looked like lemons with legs, had firepower of their own. And of course, the labyrinthine layout contained all sorts of useful objects, traps and tricks. But Trooper had to keep on his toes (not easy in the aforementioned army boots) because danger lurked round every corner.

A happy surprise then. An original sort of hybrid, grafting two rather aged games together to create a sum greater than its parts. There's a real sense of adventure and exploration about this mission and the result is far more unified than *Beach Head*, for example, which is merely a series of interlinked sequences. If I have any reservations, perhaps it could have looked just a little more sophisticated, but basically, I'm damn glad I was introduced to Trooper, whatever they call him.

Graphics
Playability
Value for Money
Addictiveness
8

Your goal is the treasure on board One Eyed Willy's pirate ship. Only by working with Mikey, Brand, Mouth and Co can the wicked Fratellis be avoided and your home sweet homes saved. You can play two up, but it's fascinating on your lonesome — provided you remember to hit fire to change characters.

Movement's fairly conventional and you won't find much originality in the various ropes, tunnels, ladders and holes you have to negotiate to get around the screens. However, you're not allowed to move from a screen without both your Goonies. And though it might be relatively simple to get one through, two will sometimes seem downright impossible. Suffice to say you'll have to work like those great partnerships of yore, Sharp and Lineker, Brahms and Liszt, Robertson and his golly, if you want to get anywhere. And if that isn't enough, in between you'll be solving puzzles and negotiating action sequences and diversions that've been created in apparently unconnected parts of the screen.

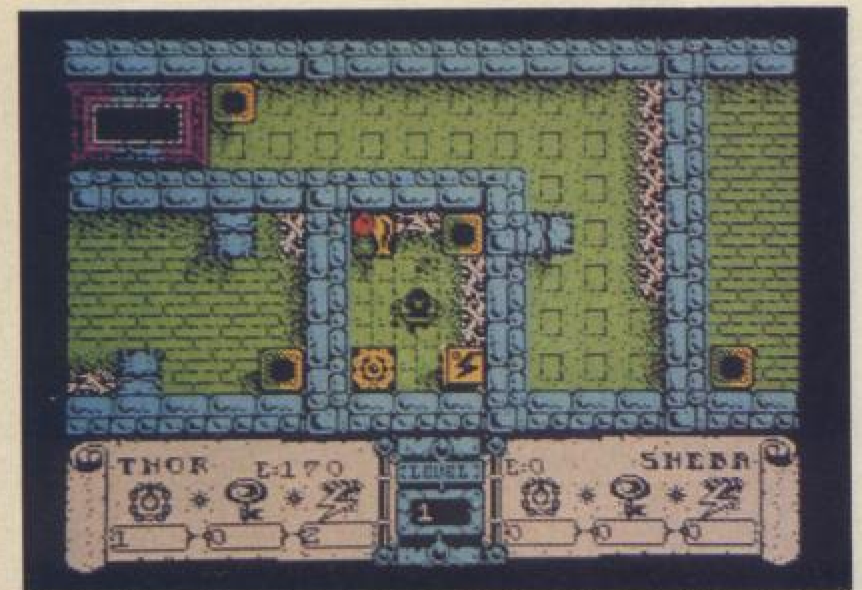
Not only will this project you into your next pit of horrors but you'll gain points. All this with just five lives to play with! However, successfully negotiate the cannonball chamber and you'll win three extra Goonies, and five thousand points for every Goonie you've still got left.

After such a wait you might well have expected something with a little more razz-a-matazz — some of the graphics slip

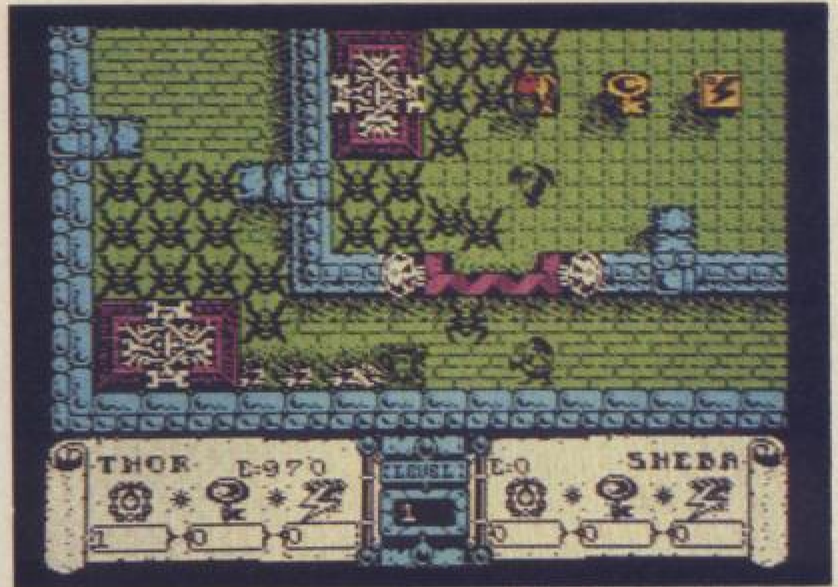


toward stick man standard — but otherwise you can't go far wrong with this. Go on out and get them Goonies!

Graphics
Playability
Value for Money
Addictiveness
8



Here's a measure of the treasure you can amass thrashing your way through the *Dandy* dungeon... Oh yes, look out for the little holes in the ground. Before you hop down here, face yourself in the direction of one of the other holes (preferably the one you'd like to end up in!), and Voila! Up you nip into a previously unenterable chamber... magic!



You remember Flanders and Swann made a record about a spider in the bath? (Brrr). You do? Golly, you're older than you look! Well, if you hate spiders, you're in for a real treat. There are millions of them, and as soon as you splatter a screen full of them, there's a whole scuttle of them just around the corner. (Gulp!)

YOUR SINCLAIR MEGAGAME

DANDY

Electric Dreams/£7.99

Phil Hah! Take that, sirrah! Electric Dreams has thrown down the gauntlet (clone), in the run-up to the Christmas battle for the best sword and sorcery plan-view thrasharama.

Dandy is a dungeon-based arcade adventure, using the now popular *Gauntlet* format. You view the game from above, walking (or if you don't like man-sized spiders, running) around a mazelike dungeon with treasure, keys, snacks and spells for you to collect, and baddies for you to kill. Although you can play it as a one player game, *Dandy* really comes into its own when using the two player feature. You go in as a team, yourself and a well chosen friend, helping each other to beat a path through the ranks of Spiders, Vampires, and Werewolves, to the treasure, and beyond to the Inner Room containing the Secret Runes. But only one of you can enter this secret realm... so choose your friend *very* carefully.

There are fifteen different levels, and the map is so huge on each level that you get about 12 individual screens to explore. Unlike the scrolling screen on the real *Gauntlet*, the screens flip back and forth as you move up the corridors. This does make judging where you're going to end up a little dicey, but doesn't detract from the flow of the game.

You must move around the dungeon performing tasks in a certain order, and be careful what you shoot. For example, if you go in a certain direction, you lose one key opening a door that leads you to a relative dead end, where there are no more keys available to get you out again... You just have to sit around and wait for death. (Pretty depressing, really.) You soon learn the best routes, and find your way through the level, clearing it of all the hairy leggy things. (Brrr).

The spells you find are like smart bombs, clearing the screen of all baddies. Then all you do to prevent them reforming when you're out of the room, is shoot their source of power, the charnel houses. These are little squat constructions full of bones, and shooting neutralises them.

This has to be the closest thing to a proper arcade conversion, although it's actually more similar to the game *Gauntlet* was based on. The graphics are lovely to watch, the sound is good and the gameplay fairly sizzles along like a bolt of magic. Far from being a pale imitation of its original, like some I could mention, *Dandy* is a first class game in its own right, and with 192 different screens to face, it'll prove to be not only a value for money challenge, but a tip for the top, too. (Ptui! Too many tees, there.) Have at ye... (Kerchang!)

Well, ain't that just *Dandy*?

Graphics
Playability
Value for Money
Addictiveness
9

CCS/£7.95

Phil Okay, I admit it, this is a wargame. Now before you turn the page, hold it right there! None of your little tin soldiers here, chummy, more Dungeons and Dragons, I'd say. If you've a penchant for orcs that go grunt in the night, and like a bit of strategy and really can't be fagged to type all that text into an adventure game, then this could well be the game for yoo-hoo.

Set a long time ago, in a medieval village plagued by monsters and demons, the villagers come to you for help. You are the chief strategist with the Imperial Guard, a peace-keeping force of wizards, warriors and minders of all kinds. Using your strategic skills, you must employ your forces in the most effective way to beat back the hordes of fire demons and water elementals, thus saving the village from certain destruction.

Now you might think all this strategic nonsense is boring old tripe, with very little in the way of any kind of excitement for a thrill seeker like yourself. In actual fact, the game moves at a fair old lick, as you position your wizards and warriors, and select all your options from icons with the joystick.

The display is a nice scrolling plan view, as seen in *Dandy*, of the ravaged landscape, which pans in all directions. As you position one man, the computer pans out to find the next. As you combat a creature, a blown up picture of it (urgh) appears on the side of the screen, to let you see the off-whites of his eyes (gulp).

A brilliant strategy game, for arcade freaks who'd like to exercise the muscle between their ears, and give their trigger finger a rest.



Graphics
Playability
Value for Money
Addictiveness
7

SWORDS OF BANE

FROST BYTE

Mikro-Gen/£8.95

Gwyn Sorry to spring this on you, but the hero of *Frost Byte* resembles nothing more than one of those Slinky toys that walks down the stairs by constantly coiling and uncoiling itself.

But if a heroic spring's the thing, winter's the setting in this seasonal offering from Mikro-Gen. It's all icicles and igloos as Hickey, the Kreezer, goes walkabout, or whatever it is that Slinkies do, to rescue his race from the monsters that haunt the planet.

Okay, this may sound kinda sweet, and sweets also play their part, because these tempting morsels give Hickey extra powers. They'll make him jump higher, slink faster or fall further, but they don't rot his teeth. . . probably because he doesn't have any teeth to rot.

I suppose they could make Hickey fat though, in which case he might turn into a ball (there's a point to this rather tenuous link, so hang on in there!) and then the game might resemble Medusa's *Action Reflex* (got there at last).

Frost Byte has the same, rather two-dimensional cartoon graphic style of that test of skill and strategy, instead of the richness of the Wally games. But that's not a bad thing, as Mikro-Gen's very own *Equinox* demonstrated. The screens are fairly pleasing, but I would've liked a little more detail.

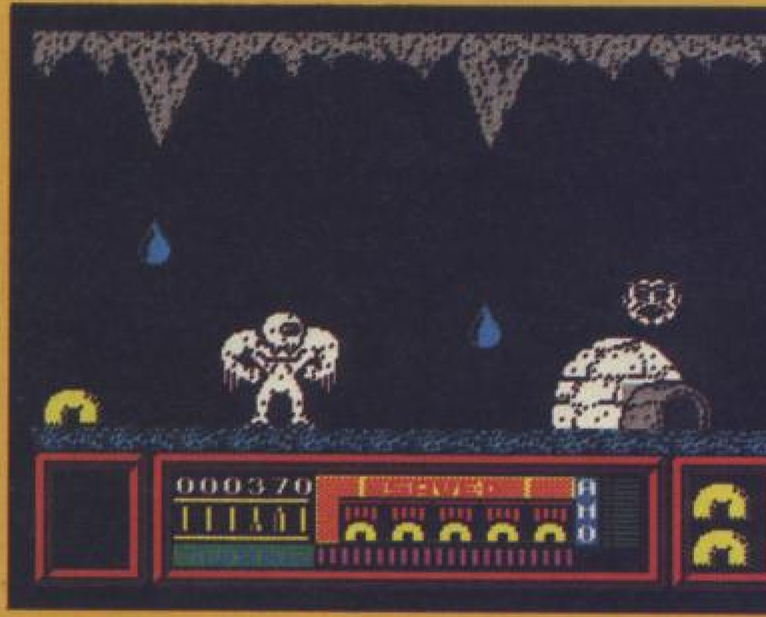
The gameplay also has a rather flat quality. It's certainly not fast and furious, but rather a test of timing and positioning. You'll spend more time waiting for the right moment to move than blasting the nasties.

Don't think that you've seen it all before though. *Action Reflex* made control tricky by giving you a hero who bounces. Mikro-Gen has gone one better in the difficulty stakes. It's not so easy to time a step when Hickey has to arch up and over. Dodging is damn difficult until you get into the swing (or should that be slink) of the thing.

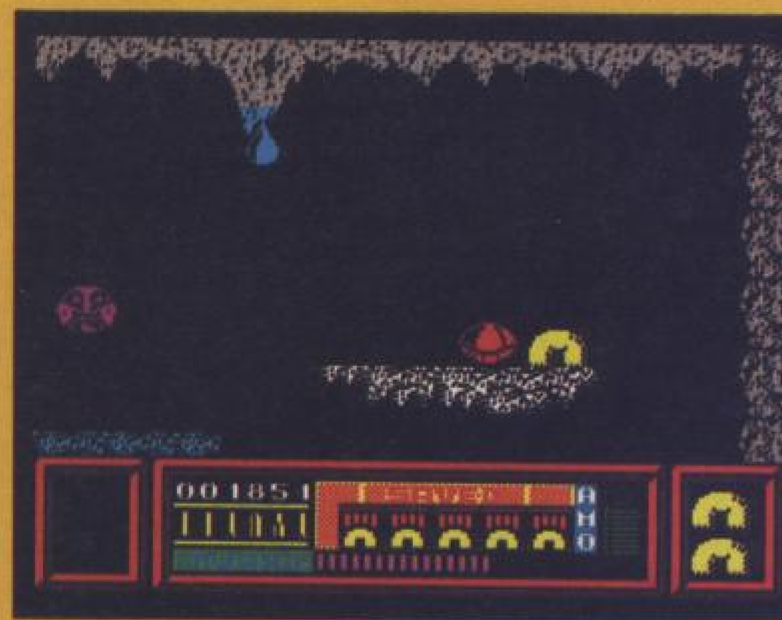
You'll eventually learn how to judge jumps though, and then it's all a question of finding out what you'll need to get through to the next screen, and to be prepared for the shocks that lie ahead as you search for the five imprisoned Kreezers.

This isn't the sort of game that you're likely to rave about but it does sort of sneak up on you, and it's full of that magical one-more-play factor. Even if many elements are repeated, you'll still be aching to find out what lies ahead on the next screen. Not a blockbuster then, but it should warm you up over the long winter months.

Graphics
Playability
Value for Money
Addictiveness
7



Second screen in and you're already facing a double drip from melty icicles! Timing these is troublesome, to say the least. It's a matter of jumping forward with just enough time to scarper before the next drip drops.



How did Hickey get up here? A handy mattress boosted his bounce power from the screen below. He deserves that sweety to double his speed before he shoots the nasty, then dodges yet another tricky drip, to reach the next screen. . . where he'll need all that speed to avoid the bouncing beasts!

BREAKTHRU



US Gold/£7.95

Phil The coin-op conversions are really coming thick and fast in the lead up to Christmas... *Breakthru* is not, as I thought, a version of that tacky but v. addictive game, *Breakout*. You know the one, where you have a bat and ball, and you've got to beat the dickens out of the brick wall while trying to break through to the other side... Well, it's not that game, so let's say no more about it. (Shame!)

Indeed, this is the Spectrum version of a coin-op arcade game of the same name. You take the part of a car (toot!). Well, not your family motor, actually, but a sooper dooper armoured car. Golly! Your mission is to drive like a raving maniac across country, deep into enemy territory, to rescue the PK430 from the enemy's evil clutches. What do you mean, you don't care and you've never heard of the PK430? You mean to say you've never heard of this country's revolutionary new fighter, which those devils have stolen? Good grief, where have you been? Is it cheap to get there? Where do you buy tickets?

Anyway, you must penetrate the prairies, cities, mountains, airfields and bridges to get to the stronghold deep inside enemy lines. Is it a thrill packed race against time? Is it the best road racing game you've ever seen in all your born days? No it blimmin' well isn't. Like quite a number of arcade conversions it suffers from shoddy graphics, bad collision detection, and has all the quality of gameplay and excitement you get by watching the testcard. (*I quite enjoy watching the testcard, Ed*). The scrolling landscape is pretty, I s'pose, but having looked at that, everything else in the game seems really cheap and nasty. Little pin men shoot popguns at your speeding armoured car... and *blow it up*! You go too far down the screen, *you blow up*! You drive under something and the terrific 3D effect causes it to hit you even though you're nowhere near it... yep, *you blow up*! For goodness sake, this could have been a good game, but US Gold forgot to play it before it started production.

Graphics
Playability
Value for Money
Addictiveness
4

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Alpha Omega/£1.99

Rick Pow-ee! Zap! Ker-rang! *Oblivion* doesn't come with any sounds effects, so good ol' me bungs 'em in for free. Trouble is *Oblivion* doesn't come with much of anything.

The star of this game is an ostrich (you heard, bird brain), an ostrich with no name and a miner's lamp disguised as a ray gun strapped to his bonce. The long necked one has three lives and can move laterally, giving it slightly more manoeuvrability than a Sunday lunch. It has to travel between two unnamed cities (everything in this game is anonymous) avoiding many evils — falling light bulbs, exploding grapes and, 'thin wobbly things'. Some of these, like the space ships, zap you, but many, like the spooks, just have to be avoided. This is done by jumping — 'cos ostriches, like dodos, can't fly. And like dodos, this game's in severe danger of extinction.

Alpha's own blurb says of *Oblivion* that 'to describe it. . . is completely impossible'. Which shows a conciseness we wish the programmers had used. Condemn this to oblivion; if it wasn't an ostrich, this game would be a total turkey.

Graphics / Playability / Value for Money / Addictiveness — 4

OBLIVION

Alpha Omega/£1.99

Pete Just when you thought it was safe to return to the software stores Alpha Omega releases another gift from the gods — *Hercules*. Yes, if you ever wanted to dispel the fear that Hercules was a menacing and fearsome warrior then this little stick insect will do it faster than Icarus's wax melted.

Taking on the title role, you have to perform the twelve 'mighty' labours of Hercules — not that many people can remember offhand what they all are, but still. . . This is all controlled by what's called RAP — Random Access Principle. Alpha Omega reckons this is the first game in the world to bring you this, and then goes on for the rest of the instructions chewing the cud about it. Well, okay, I don't want to get into any arguments over whether this is the first game to use the idea, but I know that it's definitely not worth mentioning, let alone making it the game's biggest feature!

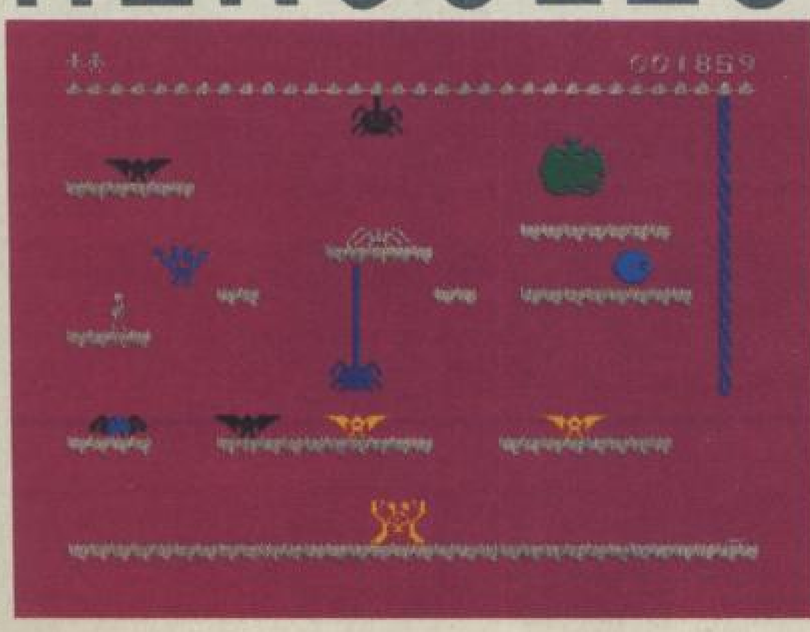
One thing that the *YS* team discovered was that if you stay on any platform for more than two seconds you die. As the instructions were so busy prattling on about RAP they forgot to mention anything about it, so we can only assume that the place must be on fire, or something, 'cos you're only safe if you're swinging on the ropes, Tarzan style.

The labours you have to perform don't seem particularly clear either and since I couldn't do any of them, I gave up in frustration. I couldn't even content myself with ogling at the beautiful graphics — 'cos they aren't. Poor colours and flickery sprites — they were feeble to say the least.

Hercules didn't hold any magic for me, or any of the *YS* team who saw it. Quite frankly he'd be better off back mending broken cart wheels, or fair maidens or something.

Graphics / Playability / Value for Money / Addictiveness — 3

HERCULES





CCS/£8.95

Gwyn You read about it in history. . . You saw the film. . . Now play the computer game! All the excitement of First World War combat as you command troops around the mountains and beaches of the Dardanelles.

One to three players try to avoid the defeat that befell the real British and Anzac generals. This is a battle for territory (much like American football!), so you need to watch your position carefully. Try to fight from a higher vantage point and just dig the way so you can build trenches. But beware of the tunnelling squads who burrow within inches of your dug-out with a charge of explosives then. . . CRASH!

No, I don't mean, CRASH. . . explosion. I mean, CRASH. . . programming disaster, as you're dumped back to (unprotected) Basic. Never in the field of military simulations has so little been offered to so many. It's entirely accurate though. The campaign was fought in Turkey — this game *is* a turkey. A grenade goes off; the program bombs. The campaign is a disaster. . . by now you probably get the point!

Resting from this all-out attack on impotence for a moment, I can only regret the grave waste of the young innocents, those who'll buy this program. They may never buy another wargame, believing this to be representative, and it isn't. In fact, it's a long time since we've seen such a primitive addition to the genre.

Sound the last post also for the great ideas in the game's design, such as its large, scrolling battle field and cursor control. There's even an optional test of reactions in the 128K version, which uses your skill as a sharpshooter to calculate combat modifiers. But all of this goes to waste because the program itself doesn't work. CCS deserves a kick in the Dardanelles for putting out such shoddy product!

Graphics / Playability / Value for Money / Addictiveness — 2

GALLIPOLI

Electric Dreams

PRESENTS

TEMPEST™



Licensed from the Atari Corporation

THE CULT ARCADE GAME



AMSTRAD SCREEN

AA RAVE *'A superb version of an arcade classic' ...incredibly addictive gameplay'*

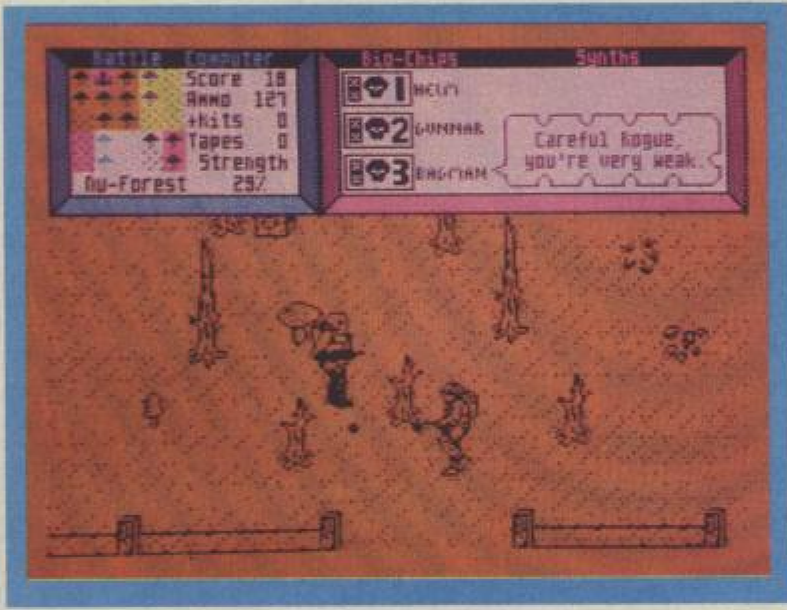
AMTIX ACCOLADE *'Electric Dreams' amazing conversion...where hyperspatial wireways have been infested with marauding aliens.'*
'...it really is so addictive and playable.'
'The most effective shoot 'em up the Amstrad has ever seen.'



SPECTRUM SCREEN

JOIN THE CULT

Available on ZX Spectrum 48K/128K/+ cassette (£7.99) Amstrad CPC cassette (£9.99) and Amstrad CPC disk (£14.99).
ELECTRIC DREAMS SOFTWARE, 31 CARLTON CRESCENT, SOUTHAMPTON SO1 2EW. TEL: (0703) 229694.
Mail order: Electric Dreams Software, 23 Pond Street, Hampstead, London NW3 2PN.



Piranha/£7.95

Max The deserter... stranded in the chem-clouds of Nu Earth... carrying the bio-chipped personalities of his three best buddies... sole survivor of the Quartz massacre. Rogue Trooper, the last Genetic Infantryman now fights two wars — a fugitive facing execution from his own side and a vicious guerilla war against any Norts who dare to cross his path.

He wants his bio-chip buddies regened. But most of all he wants to find the Souther traitor who killed them and the rest of his kind. He wants him dead.

At this point the cassette card usually hands everything over to you... Sounds good doesn't it? But then this isn't an ordinary scenario and it isn't an ordinary tie-in game. This is Rogue, hero to millions and much missed star of 2000AD.

Shame that Tharg The Commercial One merely wrote zarjaz all over the packet and didn't bother to have a go. The thrill-suckers have been at work here.

It's by no means a terrible game. Cast in the 3D machine-gun toting hunchbacked hero mould of *Cobra, Rambo* and so on, it's got lots of gratuitous violence, lots of sneaking up behind walls and do-or-die dashes.

But it isn't brilliant — it's slow and flicks from screen to screen rather than scrolling. What's more Rogue is about three times faster going forwards/backwards than he is going left/right — weird.

And all you've got to do is: 1. shoot lots of Norts, 2. collect ammo to stay in business, 3. collect medi-kits to patch up wounds, 4. collect eight vid-tapes that identify the traitor and 5. make off in what looks awfully like a second-hand Space Shuttle.

If that sounds hard, I got all eight tapes and within a couple of screens of the space shuttle on just my second attempt at the game. Piranha promises all sorts of extras like grenades and Southers but if you can get this far without seeing a single one then I don't think you need bother looking for them.

One thing that is true is that bio-chip mates Bagman, Helm and Gunnar occupy the top of the screen and offer advice and encouragement. After about five minutes play, you're sick of their inane commentary and start to wonder why the hell you're bothering to carry them around...

Since I'm a Rogue fan, I'll say it's a nice bit of fun if you're into it. But it's not a blockbuster and it won't keep anything other than the goldfish occupied for more than a week. But then I'm charitable.

However, Judge Dredd would give it ten. Ten years in the isocubes.

Graphics
Playability
Value for Money
Addictiveness
7

ROGUE TROOPER

Hewson/£8.95

Max Just how far can you take a platform'n'ladders game? Steve Marsden and David Cooke of *Technician Ted* fame reckon they've got a long way to go. So put the Speccy on load, eat and inwardly digest the cassette card and start out on yet another one.

City Slicker casts you as Slick (the city blah, blah... though what one is isn't quite clear). You've got to wander round famous London landmarks portrayed in attribute-confusing fuzzy detail and stuffed with a motley collection of sprites.

Your aim is to defuse a bomb planted in the HP sauce building by evil Arab Abru Cadabra and to do this, you've got to — you guessed it — first collect all the bits of a Bomb Disassembly Unit which some careless loon has scattered all around the screens.

Curiously enough, it's got nothing whatsoever to do with Guy Fawkes. Maybe the licensing deal cost an arm and a leg... and your insides torn out and being hung from... ah, forget it.

But you've just got to accept that this one's a bit different. Firstly, you're hotly pursued by Cadabra himself (who looks remarkably like our ol' friend Harry the Hippie) and contact is instant death with a big bang. Next there are plenty of objects and other characters to play with, including food and pep pills to keep your energy topped up.

Energy is crucial; getting bumped by a nasty wastes it and so does falling long distances. Feeling energyless affects your performance — it reduces your jumping height and eventually kills you.

The other change from the norm is that rooms are much bigger than screens — the game 'half-flips' from one screen to the next but if you get properly pranged, you can get sent back miles. Getting through a room isn't the easy task it once was.

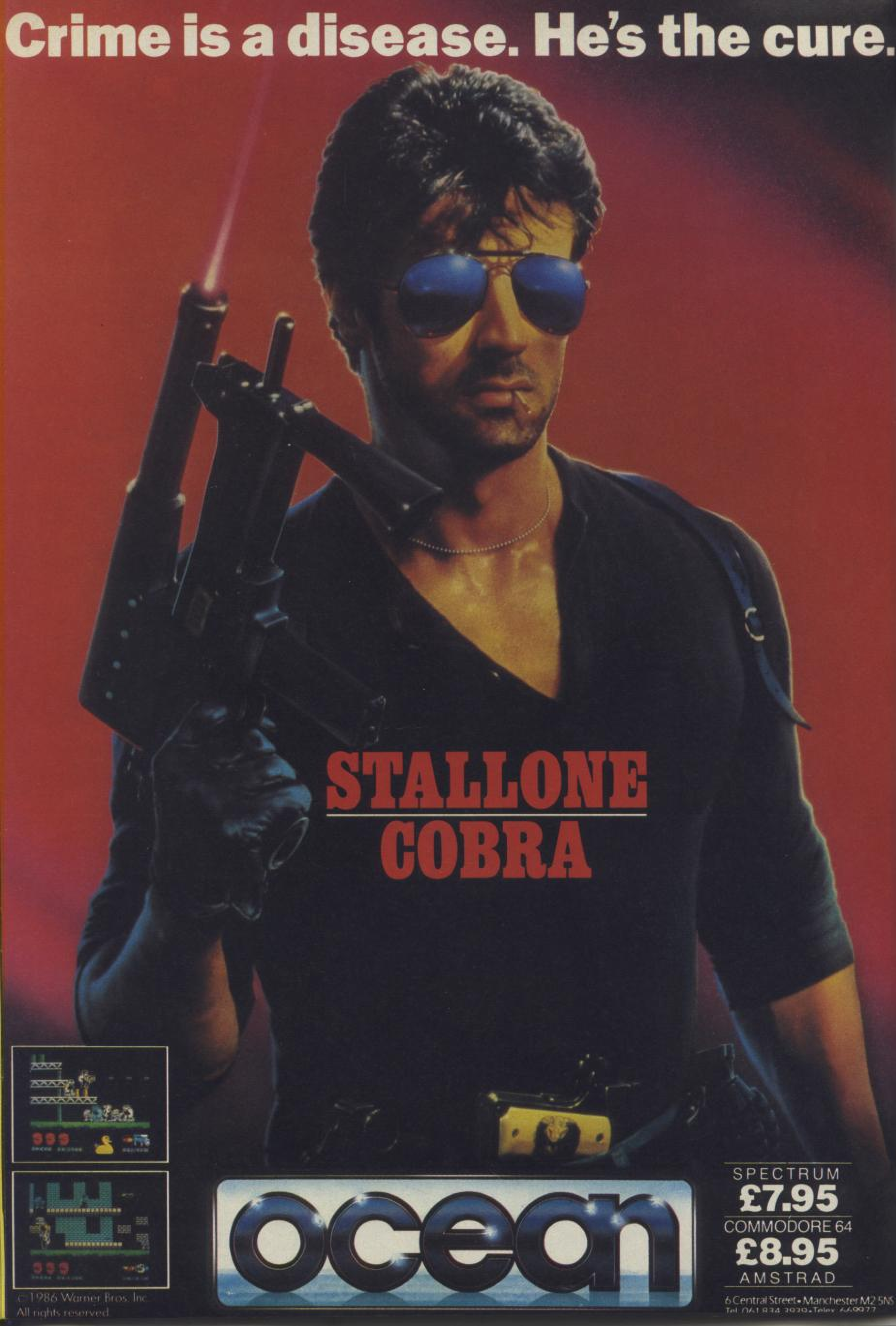
All in all, it's a jolly good romp — perhaps the only really nasty bit being the graphic you're treated to every time the Houses of Parliament goes up — it looks like the MasterMind studio. But then what do I know... maybe it really does? If you like arcade/adventure on platforms, check it out...

Graphics
Playability
Value for Money
Addictiveness
8

CITY SLICKER




THANATOS
Spectrum in October, Amstrad in November, Commodore 64 in December.
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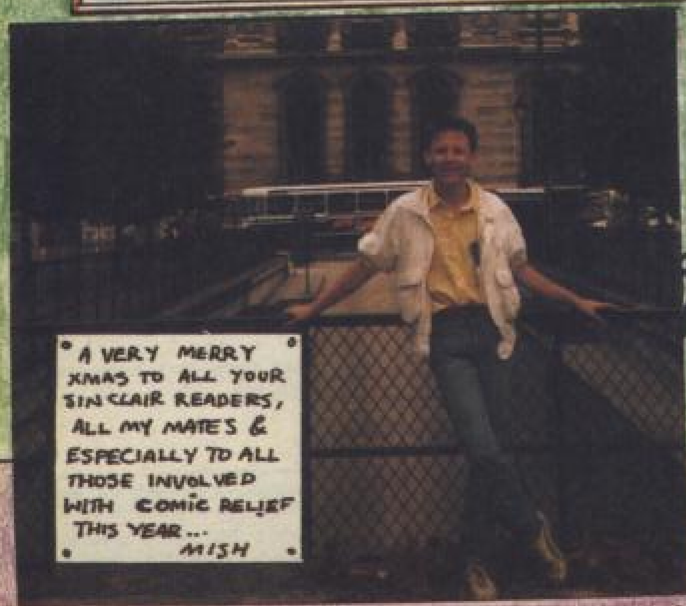
ASSEMBLY INSTRUCTIONS

1. GENTLY REMOVE CENTRE PAGES.
2. HOLD THUS.
3. FOLD ALONG DASHED LINE.
4. CUT ALONG TOP OF BOOK.
5. STAPLE OR TAPE SPINE.
5. ENJOY.

TOTAL MEGA-WOW!

YOU MAY NEED MUMMY OR DADDY TO HELP WITH PART 4...
...BUT I'VE GOT ONE I MADE EARLIER. NOW PETER IS GOING TO SHOW US HOW TO MAKE NUCLEAR WARHEADS.

INTERCITY BLAH FOLD ALONG THE DOTTED LINE... BLAH BLAH BLAH BLAH SPIT BLAH

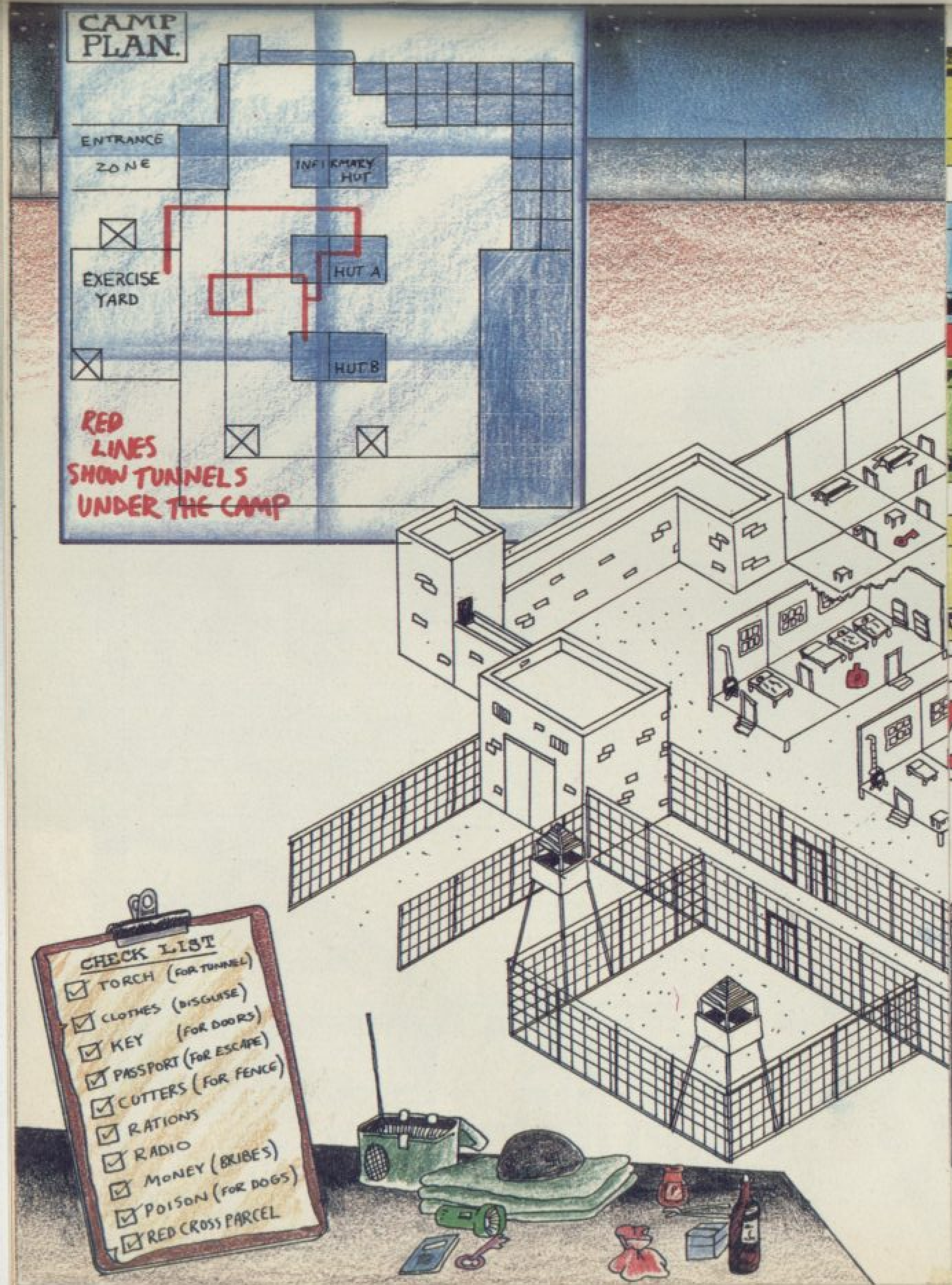


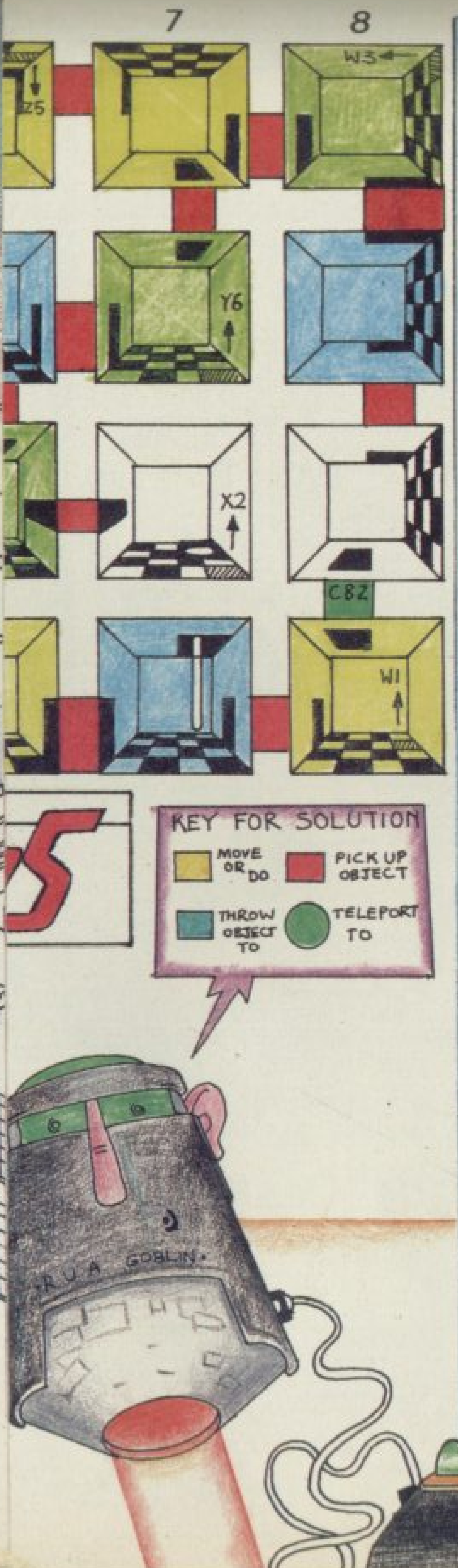
CUT OUT AND KEEP XMAS PREZZIE FROM YOUR SINCLAIR



MW 86/87





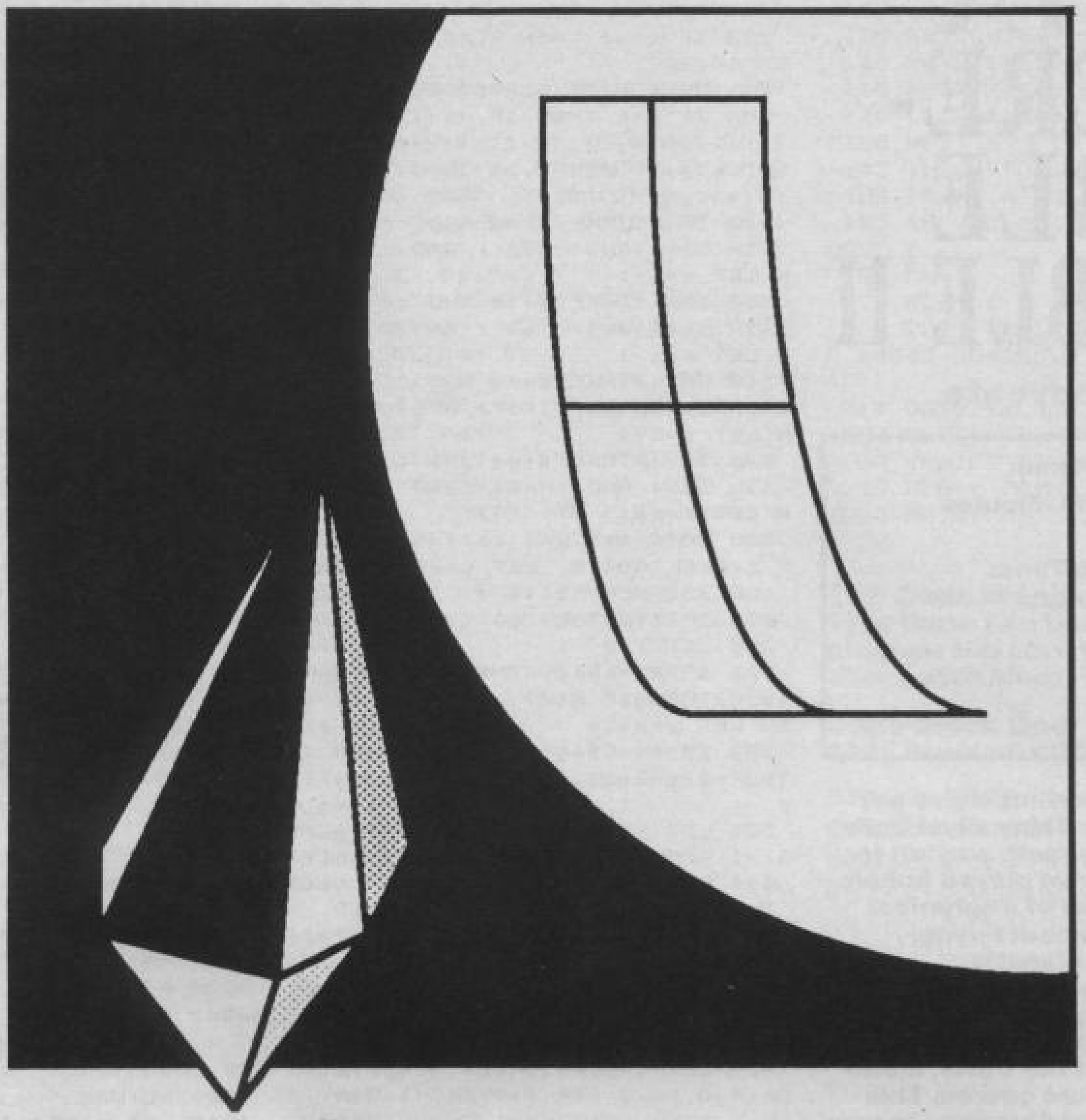


DROID 1: Y8 X8 W8 W3 W2 board 2 W3 W8
W7
DROID 2: W7 board 2 X7
DROID 3: X7 Y6 replace 2 X7 bomb 1
W7
DROID 2: W7 bomb 1 W8
DROID 3: X7 Y6
DROID 5: Z6 Z7 Z8 board 3 W1 X1 X2
Y7 Y6
DROID 3: Y6 replace 3 X7
DROID 1: W3 W2 Y4 bomb 1 board 4 Y4
W2 W3 W8 W7
DROID 2: board 4 W7
DROID 3: Y6 X7
DROID 2: W7 X7
DROID 3: board 4 Y6 replace 4 X7
DROID 1: W8 W3 W2 Y4 bomb 1 Y3 Z3 Z2
Z1 dispose 1 Z2 Z3 Y8 X8 bomb 2 W8
W3 X3 X4 Y4 Y3 Z3 Z2 Z1 dispose 2
Z1 Z2 Z3 Y8 X8 W8 W3 bomb 6
DROID 2: W7 W6 Z5 Z4 board 1 Z5 W6
W7 X7
DROID 3: X7 Y6 replace 1 W7 W6 bomb 3
Z5 Z4
DROID 4: Z2 Z3
DROID 2: Z4 Z3
DROID 4: Z3 Z2 Z1 dispose 3
DROID 7: W5 W4 X5 bomb 4 Y5

IF bomb4 emerges in Z6 THEN:
DROID 5: Y7 Z7 Z6 bomb 4 Z7 Z8 W1 X1
Y1 Z1
DROID 4: dispose 4

IF bomb 4 emerges in Z5 THEN:
DROID 2: Z3 Z4 Z5 bomb 4 Z4 Z3
DROID 4: Z3 Z2 Z1 dispose 4

DROID 5: Y1 X1 X2 Y7 bomb 5 Z7 Z8 W1
X1 Y1 Z1
DROID 4: dispose 5
DROID 1: W8 W3 bomb 6 W3 X3 X4 Y4 Y3
Z3 Z2 Z1 dispose 6



PROGRAM POWER

PULL-OUT

MEGA SPHERE-
BUBBLE TROUBLE II

AVAILABLE ON DIGITAPE

MEGA SPHERE-BUBBLE TROUBLE II

by Charles Bodycote

Typing Time:
1 hour 10 minutes

Loading Time:
35 seconds

Serves:
48K

Sphereoids! That's what we've got for you this month. Shiny silver balls to you. You find yourself, and not for the first time if you've played *Bubble Trouble*, in the guise of a spherical lifeform from the planet Fnyng, rolling it up on the planet's recreation complex. This time, instead of whizzing along the sharp cornered turns of a raceway, you're collecting gems on the tricky, multi-levelled Mega Sphere course. This may sound a bit like *Spindizzy* to you . . . well, actually it does bear a striking resemblance, so let nothing stop you experiencing the thrill powered surge of playing *Mega Sphere*! (Dan diddly dan dan dan daaaaaan!)

Basic Program

Here is the guts (urg!) of the game. This is the Basic program which runs the code and generally moves the game. Type it in and save it as SAVE "SPHERE" LINE 9000.

```
   1 LET cn=1: POKE 23658,8
   2 LET ff=10
   5 LET l$="O": LET r$="P": LET
 u$="Q": LET d$="A"
   7 DIM H(10): DIM N$(10,10): D
IM O$(10,9)
   8 DIM T$(417)
   9 RESTORE 9900: READ A$: REST
ORE : FOR.N=1 TO 4: FOR F=1 TO 1
0: LET N$(N,F)=CHR$ (CODE A$(((N
-1)*10)+F)-1): NEXT F: NEXT N
  10 FOR n=65479 TO 65504 STEP 5
: READ a,b: POKE n,a: POKE n+1,b
: NEXT n
  15 FOR N=5 TO 10: LET N$(N)="M
EGASPHERE": NEXT N
  16 FOR N=1 TO 10: LET H(N)=110
-10*N: NEXT N
  17 LET LIVES=1: FOR N=1 TO 10:
 RESTORE 6900: FOR F=1 TO 9: REA
D A$,A: IF 110-10*N>=A THEN LET
O$(N)=A$: LET F=10
  18 NEXT F: NEXT N
  20 DATA 120,254,0,252,8,255,14
4,252,144,252,144,252
  25 BRIGHT 1: BORDER 0: PAPER 0
: INK 7: CLS
  30 LET scr=1
  40 LET lives=3
  50 GO SUB 8500
 100 GO SUB 2000
 200 LET t=s(x+1,y+1,z+1): IF t=
2 OR t=1 THEN GO TO 6000
 210 IF t=3 THEN GO SUB 500
 220 IF t=4 THEN GO SUB 800: GO
TO ff
 222 IF cc=3 THEN POKE 65482,-PE
EK 65482
 225 RANDOMIZE USR 63330
 230 IF y<6 THEN IF (s(x+1,y+2,z
+1)>2 OR s(x+1,y+2,z+1)=0) THEN
LET y=y+1: BEEP .01,15-3*F: LET
f=f+1: GO TO 300
 240 IF ((INKEY$=r$ AND cn=1) OR
 (IN 31=1 AND cn=2)) AND x<7 THE
N LET x=x+1
 250 IF ((INKEY$=l$ AND cn=1) OR
 (IN 31=2 AND cn=2)) AND x>0 THE
N LET x=x-1
 260 IF ((INKEY$=u$ AND cn=1) OR
 (cn=2 AND IN 31=8)) AND z>0 THE
N LET z=z-1
 270 IF ((INKEY$=d$ AND cn=1) OR
 (IN 31=4 AND cn=2)) AND z<7 THE
N LET z=z+1
 280 IF s(x+1,y+1,z+1)=1 THEN LE
T x=PEEK 65478: LET y=PEEK 65477
: LET z=PEEK 65476
 290 IF f>2 THEN GO TO 6000
 295 LET f=0
 300 IF LV=65487 THEN IF y<6 AND
 y>0 THEN IF s(x+1,y+2,z+1)=2 TH
EN LET y=y+ld
 302 IF lv=65488 AND Y<6 THEN IF
 s(x+1,y+2,z+1)=2 THEN LET x=x+l
d
 305 LET a=65486: LET s(PEEK (a+
2)+1,PEEK (a+1)+1,PEEK a+1)=ol
 310 LET l=l+ld: IF l=l1 OR l=l2
 THEN LET ld=-ld
 320 POKE 65476,z: POKE 65477,y:
 POKE 65478,x
 330 POKE lv,l
 335 GO SUB 4000
 350 GO TO 200
 500 LET a=65491: LET cc=cc+1: F
OR n=0 TO 2: IF z=PEEK (a+5*n) A
ND y=PEEK (a+1+5*n) AND x=PEEK (
a+2+5*n) THEN LET s(x+1,y+1,z+1)
=0: POKE a+5*n,10: BEEP .01,10:
BORDER 2: BEEP .01,-20: BORDER 5
: BEEP .01,20: BORDER 0
 510 NEXT n: GO SUB 5000
 515 IF cc=3 THEN FOR n=0 TO 21:
 PRINT OVER 1; INK 7;AT n,8;"
                        ": NEXT n:
GO SUB 3000
 520 RETURN
 800 LET ff=6000: IF cc=3 THEN L
ET ff=900
 810 RETURN
 900 POKE 65482,10: RANDOMIZE US
R 63330: LET scr=scr+1
 910 FOR n=1 TO 20 STEP 2: BEEP
.01,n: BEEP .01,n+15: NEXT n: BE
EP .1,n: BEEP .1,n+15
 915 IF SCR=6 THEN LET CC=0: GO
TO 6010
 920 GO SUB 2000: GO TO 200
 999 STOP
2000 REM
2001 DATA 5,6,4,2,3
2002 RESTORE 2001: FOR n=1 TO sc
r: READ i: NEXT n
2005 FOR n=0 TO 21: PRINT INK i;
AT n,8;"
": NEXT n
2006 GO SUB 3000
2007 GO SUB 8000
2010 LET b=55430+(scr-1)*89
2012 FOR n=0 TO 63: POKE 64800+n
,PEEK (b+n): NEXT n
2015 LET b=b+64: POKE 65481,PEEK
 b: POKE 65482,PEEK (b+1): POKE
65483,PEEK (b+2): POKE 65486,PEE
K (b+3): POKE 65487,PEEK (b+4):
POKE 65488,PEEK (b+5)
2017 LET b=b+6: LET l1=PEEK b: L
ET l2=PEEK (b+1): LET lv=65486+P
EEK (b+2): LET ld=PEEK (b+3)
2018 LET b=b+4
2020 DIM s(8,7,8)
2030 POKE 23675,32: POKE 23676,2
53
2040 PRINT INK 0; PAPER 0;AT 21,
0;"ABCDEFGH"
2050 FOR x=0 TO 7: BEEP .01,20+x
: FOR y=0 TO 6: FOR z=0 TO 7: BO
RDER z: LET s(x+1,y+1,z+1)=POINT
 (x+8*z,7-y): NEXT z: NEXT y: NE
XT x
2051 BORDER 0
2052 LET a=65481: LET s(PEEK (a+
2)+1,PEEK (a+1)+1,PEEK a+1)=4
2053 GO SUB 4000
2055 LET l=PEEK lv: LET f=0: LET
 cc=0
2056 FOR n=0 TO 2: FOR f=0 TO 2:
 POKE 65491+5*n+f,PEEK (b+3*n+f)
: NEXT f: NEXT n
2057 LET b=b+9: LET z=PEEK b: LE
T y=PEEK (b+1): LET x=PEEK (b+2)
2058 FOR n=65491 TO 65501 STEP 5
: LET s(PEEK (n+2)+1,PEEK (n+1)+
1,PEEK n+1)=3: NEXT n
2060 POKE 65476,z: POKE 65477,y:
 POKE 65478,x
2065 LET f=0
2067 LET SX=X: LET SY=Y: LET SZ=
Z
2070 RETURN
3000 FOR n=0 TO 21: PRINT AT n,0
;"        ": NEXT n: PRINT AT 0,
0; INK 5;" ████████"' PAPER 6; IN
K 1;"  MEGA-  "'" SPHERE! "' PAP
ER 0; INK 5;" ████████"' PAPER 2;
 INK 0;"        "'"        "'"
        "
3010 PRINT AT 9,1; PAPER 6; INK
1;"▛▀▀▀▀▜";AT 10,1;"▌LEVEL▐";AT
 11,1;"▙▄ ";SCR;" ▄▟";AT 12,3;"▙
▄▟"
3020 PRINT ' INK 5;" ████████"'"
CRB-'86"'" ████████"
3030 RANDOMIZE USR 63350
3040 FOR N=1 TO LIVES: POKE 6336
7,4: POKE 63366,1+N: RANDOMIZE U
SR 63365: NEXT N
3100 RETURN
4000 LET a=65486: LET ol=s(PEEK
(a+2)+1,PEEK (a+1)+1,PEEK a+1):
LET s(PEEK (a+2)+1,PEEK (a+1)+1,
PEEK a+1)=2: RETURN
5000 REM newsc
5010 RETURN
6000 LET F=0: RANDOMIZE USR 6333
0: FOR N=20 TO 0 STEP -3: BEEP .
1,N: BEEP .1,N-40: NEXT N: LET L
IVES=LIVES-1: GO SUB 3000: LET X
=SX: LET Y=SY: LET Z=SZ: IF LIVE
S>0 THEN POKE 65476,Z: POKE 6547
7,Y: POKE 65478,X: GO TO 200
6010 CLS : FOR N=0 TO 40: PRINT
AT 8,11; INK 6; OVER 1;"GAME-OVE
R": NEXT N
6020 FOR N=1 TO 3: FOR F=1 TO 6
STEP 2: BEEP .1,10+F+N*3: NEXT F
: NEXT N
6030 BEEP .3,20
6040 PRINT AT 10,8;"YOU COMPLETE
D ";(SCR-1)*20+5*CC;"%";AT 11,9;
"  OF THE GAME."
6045 PRINT AT 14,4;"OVERALL RATI
NG :";
6050 RESTORE 6910
6055 READ A$,A: IF (SCR-1)*20+5*
CC>=A THEN PRINT A$: GO TO 6070
6060 GO TO 6055
6070 FOR F=1 TO 100: NEXT F: LET
 HH=(SCR-1)*20+5*CC: FOR N=1 TO
10: IF HH>H(N) THEN GO TO 6080
6075 NEXT N: GO TO 6200
6080 FOR F=9 TO N STEP -1: LET H
(F+1)=H(F): LET N$(F+1)=N$(F): L
ET O$(F+1)=O$(F): NEXT F
6090 LET O$(N)=A$: LET H(N)=HH:
BEEP .2,10: BEEP .1,20
6100 CLS : PRINT "YOU HAVE BEEN
RANKED NUMBER ";N''"IN THE MEGA-S
PHERE HI-SCORE    TABLE."'''"PLE
ASE ENTER YOUR NAME (MAX 10  LET
TERS )"
6110 LET P$="": PRINT AT 10,12;"
_";
6120 LET G$=INKEY$: IF G$="" THE
N GO TO 6120
6125 IF G$=CHR$ 13 THEN GO TO 61
```

```
60
6130 IF G$=CHR$ 12 AND P$<>"" TH
EN LET P$=P$( TO LEN P$-1): PRIN
T AT 10,12;P$;"_ ";CHR$ 8: BEEP
.1,0: GO TO 6140
6132 IF G$=CHR$ 12 THEN BEEP .3,
-20: GO TO 6140
6135 BEEP .1,10: LET P$=P$+G$: P
RINT AT 10,12;P$;"_";: IF LEN P$
=10 THEN GO TO 6160
6140 IF INKEY$=G$ THEN GO TO 614
0
6150 BEEP .1,30: GO TO 6120
6160 LET N$(N)=P$
6200 BEEP .1,10: PRINT AT 21,0;"
PRESS A KEY TO RETURN TO OPTIONS
": PAUSE 0: BEEP .1,20: GO TO 30
6900 STOP
6910 DATA ("PERFECT" AND LIVES=3
)+("BRILLIANT" AND LIVES<>3),100
,"EXELENT",90,"VERY GOOD",75,"GO
OD",60,"AVERAGE",45,"POOR",30,"V
ERY POOR",20,"PATHETIC",5,"MORON
IC",0
8000 INK 8: PRINT AT 0,14;"MEGA-
SPHERE"'AT 1,14;"-----------"
8005 PRINT AT 15,9;"PLEASE WAIT
FOR DATA ";AT 16,9;"TO BE PROCES
SED !"
8010 IF SCR=1 THEN GO TO 8100
8020 PRINT AT 3,9;"WELL DONE,YOU
 MAY NOW"
8030 PRINT AT 4,10;"PROCEED TO L
EVEL ";SCR;"."
8040 PRINT AT 6,9;"GOOD LUCK IN
YOUR QUEST"
8090 RETURN
8110 PRINT AT 10,9;" GOOD LUCK !"
8120 RETURN
8500 CLS : PRINT AT 0,10;"MEGA-S
PHERE"'AT 1,10;"-----------"
8503 FOR N=1 TO 10: LET TT=(N-1)
*32+1: LET T$(TT TO TT+4)=("0" A
ND N<10)+STR$ (N)+"...": LET T$(
TT+5 TO TT+16)=N$(N)+"..": LET H
=H(N): LET T$(TT+17 TO TT+20)=("
0" AND H<100)+("0" AND H<10)+STR
$ (H)+"%": LET T$(TT+21 TO TT+32
)="("+O$(N)+")": NEXT N
8505 LET B=2: LET PL=1: RESTORE
8900
8507 LET C=3: FOR N=8 TO 18: PRI
NT AT N,0; INK C;"
                 ": LET C=C+1-(
4 AND C=6): NEXT N
8509 PRINT AT 6,11;"HI-SCORES";A
T 7,11;"---------"' INK 8;T$
8510 PRINT AT 4,4; INK 5;"CONTRO
L : ";
8520 IF CN=2 THEN PRINT "KEMPSTO
N";: GO TO 8600
8530 IF L$="5" AND R$="8" AND U$
="7" AND D$="6" THEN PRINT "CURS
ORS ";: GO TO 8600
8540 IF L$="1" AND R$="2" AND U$
="3" AND D$="4" THEN PRINT "SINC
LAIR #1";: GO TO 8600
8550 IF L$="6" AND R$="7" AND U$
="8" AND D$="9" THEN PRINT "SINC
LAIR #2";: GO TO 8600
8560 PRINT "KEYBOARD (";L$;",";R
$;",";U$;",";D$;")";
8600 PRINT "            "
8605 LET A$="......................
................MEGA SPHERE - BY CH
ARLES BODYCOTE 1986 - WRITTEN FO
R YOUR SINCLAIR...PRESS :- S TO
START GAME , R TO REDIFINE THE K
EYS (&SELECT KEYBOARD), 1 OR 2 T
O SELECT SINCLAIR PROTOCOLS , C
FOR CURSOR KEYS, AND K FOR KEMPS
TON JOYSTICK..."
8607 LET A$=A$+"GUIDE YOUR SPHER
E TO COLLECT THE CRYSTALS ON EAC
H SCREEN , AND THEN TO THE FORCE
-FIELD IN ORDER TO PROCEED TO TH
E NEXT SCREEN....................
..............."
8620 PRINT AT 21,0; INK INT (RND
*7)+2;A$(PL TO PL+31)
8630 LET PL=PL+1: IF PL=385 THEN
 LET PL=1
8635 LET A=A+12: LET B=B+1: IF B
=3 THEN LET B=1: READ A: IF A=99
9 THEN RESTORE 8900: LET B=2: GO
 TO 8635
8637 BEEP .03,A
8640 IF INKEY$="" THEN GO TO 862
0
8650 IF INKEY$="K" THEN LET CN=2
8655 IF INKEY$="R" THEN LET CN=1
: GO SUB 8800: GO TO 8500
8660 IF INKEY$="1" THEN LET CN=1
: LET L$="1": LET R$="2": LET U$
="3": LET D$="4"
8665 IF INKEY$="2" THEN LET CN=1
: LET L$="6": LET R$="7": LET U$
="8": LET D$="9"
8670 IF INKEY$="C" THEN LET CN=1
: LET L$="5": LET R$="8": LET U$
="7": LET D$="6"
8675 IF INKEY$="S" THEN RETURN
8680 GO TO 8510
8800 CLS : PRINT AT 2,5;"PRESS K
EY FOR LEFT:";: GO SUB 8860: LET
 L$=A$
8805 PRINT L$;AT 4,5;"PRESS KEY
FOR RIGHT:";: GO SUB 8860: LET R
$=A$
8810 PRINT R$;AT 6,5;"PRESS KEY
FOR BACK:";: GO SUB 8860: LET U$
=A$
8815 PRINT U$;AT 8,5;"PRESS KEY
FOR FORWARD:";: GO SUB 8860: LET
 D$=A$
8820 PRINT D$
8830 BEEP .5,30: RETURN
8860 PAUSE 0: LET A$=INKEY$: BEE
P .01,10
8865 IF INKEY$<>"" THEN GO TO 88
65
8870 BEEP .1,20: RETURN
8900 DATA 4,4,4,4,2,0,0,-1,-3,-3
,0,4,9,9,9,9,7,5,5,4,2,2,4,5,4,5
,4,8,5,4,4,2,0,0,-1,-3,-1,-1,-1,
-1,0,-1,-3,0,4,9,999
8999 STOP
9000 CLEAR 40000: LOAD ""CODE :
LOAD ""CODE : LOAD ""CODE : RUN
9900 DATA "DIBSMJF!""!EBUJE!S/!!
NBSL//IFMQCFBO!""!""!"""
9999 SAVE "Sphere" LINE 9000: SA
VE "scrdat"CODE 55430,450: SAVE
"prtcd"CODE 63000,400: SAVE "prt
gr"CODE 64512,920: VERIFY "": VE
RIFY ""CODE : VERIFY ""CODE : VE
RIFY ""CODE : STOP
```

Hex Loader Program

No, not the metal man in the YS office. This is the Hex Loader for you to type your Hex Code into. Tap in the program, run it, and then type in the hex as directed.

```
   1 REM General Hex Loader
   2 POKE 23658,8
   3 INPUT "Start Address ";star
t
   4 POKE USR "a",INT (start/256
): POKE USR "a"+1,start-256*INT
(start/256)
   5 CLEAR start-1
   6 LET start=256*PEEK USR "a"+
PEEK (USR "a"+1)
   7 INPUT "Length ";length
   8 INPUT "File Name ";f$
  10 FOR i=start TO start+length
 STEP 8
  20 LET cs=0
  30 PRINT AT 0,0;"Address ";i
  40 INPUT "Hex 8 Bytes", LINE a
$
  60 IF LEN a$<>16 THEN  GO TO 1
000
  80 LET f=0: FOR j=1 TO 16
  90 IF (a$(j)<"0" OR a$(j)>"9")
 AND (a$(j)<"A" OR a$(j)>"F") TH
EN LET f=1
 100 NEXT j
 105 IF f=1 THEN  GO TO 1000
 110 FOR n=0 TO 7
 120 LET y=CODE a$(1)-48: IF y>9
 THEN  LET y=y-7
 130 LET z=CODE a$(2)-48: IF z>9
 THEN  LET z=z-7
 140 LET va=16*y+z
 150 LET cs=cs+va
 160 POKE i+n,va
 165 PRINT AT 2,n*3;a$( TO 2)
 170 LET a$=a$(3 TO )
 180 NEXT n
 183 INPUT "Checksum "; LINE a$
 184 PRINT AT 2,25;a$
 185 IF VAL a$<>cs THEN  GO TO 1
000
 187 CLS
 190 NEXT i
 200 CLS : PRINT "SAVE CODE AFTE
R BASIC LOADER."''"REMOVE EAR LE
AD"
 210 SAVE f$CODE start,length
 220 CLS : PRINT "VERIFYING"
 230 VERIFY ""CODE
 240 CLS : PRINT "ALL OK": STOP
1000 PRINT AT 15,0;"ERROR": GO T
O 20
```

The Code Blocks

Type these into the Hex Loader program and save them as directed above each block:

Code Block One

SAVE "scrdat" CODE 55430, 450

```
55430:00000000FF00FF00=510
55438:00000000E100FF00=480
55446:00000000E100FF00=480
55454:000000008100FF00=384
55462:000000008100FF00=384
55470:000300008100FF00=387
55478:000100008100FF00=385
55486:00060800FE80FF00=651
55494:0705000705070601=38
55502:0101010301050007=19
55510:0701040305040006=30
55518:0808FF000000000E=285
55526:0008FB000400000A=273
55534:0008FF0004000000=267
55542:0008FF0004020001=270
55550:0300000000020070=117
55558:0008FE0000020050=344
55566:1008FE0000020000=280
55574:0008FE0000020000=264
55582:0001060504010200=19
55590:0702010600060200=24
55598:0105060206000200=22
55606:0000000000000000=0
55614:FF0000000000007E=381
55622:8100000000243E43=294
55630:8100000000182443=256
55638:810000020018A4C3=514
55646:8100000E00247C43=370
55654:810000020000427F=324
55662:8300000000000001=132
55670:FD00000507070306=281
55678:0006010105050004=22
55686:0302040006040203=24
55694:000000FF01010101=259
55702:010100FF01010101=261
55710:01010000FF018931=444
55718:0101000000FF55C9=543
55726:31010000000077A9=338
55734:13010000000000EF=259
55742:1503000000000000=24
55750:FD13000000000000=272
55758:00FF000605030504=278
55766:0202040202030402=21
55774:0303000303040200=18
55782:030000000000EC00=239
55790:ECE0EC0000008A00=834
55798:8A828A0000008A00=544
55806:8A8A8A0000008E00=556
55814:8E8E8E0000008900=563
```

```
55822:8989890000008900=548
55830:898989000000EE00=649
55838:EEEEEE0000000000=714
55846:0000000007060006=19
55854:0503000601010403=23
55862:0001030600030100=14
55870:0000000000000000=0
55878:0000000000000000=0
```

Code Block Two
SAVE "prtcd" CODE 63000, 400

```
63000:C37CF6C6406778E6=1280
63008:070F0F0F816FC906=499
63016:08E51AA6772C131A=637
63024:A6772C131AA67713=678
63032:E12410EDC90608E5=958
63040:1AB6772C131AB677=717
63048:2C131AB67713E124=670
63056:10EDC9C5CD18F6E5=1355
63064:CD27F6E1CD3DF6C1=1420
63072:04C5CD18F6E5CD27=1149
63080:F6E1CD3DF6C104CD=1385
63088:18F6E5CD27F6E1CD=1419
63096:3DF6C90078E6F8C6=1304
63104:406778E6070F0F0F=569
63112:816F01009C09C900=607
63120:AF32FFFF32FDFF3E=1355
63128:0632FEFF3AFEFF87=1267
63136:473AFFFF80473AFD=1149
63144:FF870E0F814F3AFF=940
63152:FF57799A4FCDEEF6=1385
63160:CD15F73AFDFF3CFE=1353
63168:082001AF32FDFFFE=1028
63176:0020D13AFEFF3DFE=1123
63184:FF20023E0632FEFF=916
63192:FE0620C03AFFFF3C=1112
63200:FE0820023E0032FF=663
63208:FFFE0020AFC93AFF=1230
63216:FF878787573AFEFF=1314
63224:82C55F3AFDFF1600=1010
63232:2120FD19477E0707=554
63240:10FDC1D011E8FDC5=1369
63248:CD53F6C1C921C4FF=1412
63256:E53AFFFFBE201523=1075
63264:3AFEFFBE200E233A=896
63272:FDFFBE2007235E23=901
63280:56CD53F6E1232323=950
63288:23237DFEE220D9C9=1125
63296:000000002108DC06=267
63304:1936002310FB2323=451
63312:23232323237CFEF4=797
63320:20EDC9FE4020E8C9=1253
63328:0000F3CD44F7CD90=1112
63336:F61100402100DC01=581
63344:0018EDB0FBC92100=922
63352:401100DC010018ED=563
63360:B0C9000000010304=385
63368:1178FECD53F6C900=1126
63376:0000000000000000=0
63384:0000000000000000=0
63392:0000000000000000=0
63400:0000000000000000=0
```

Code Block Three
SAVE "prtgr" CODE 64512, 920

```
64504:521C761B0313FF3E=594
64512:FFFFFFFFFFFFFFFF=2040
64520:FFFFFFFFFFFFFFFF=2040
64528:FFFFFFFFFFFFFFFF=2040
64536:0000000000000000=0
64544:0000000000000000=0
64552:0000000000000000=0
64560:0000FF0000FF0000=510
64568:FF0000FF0000FF00=765
64576:00FF0000FF0000FF=765
64584:836000C631006C1B=609
64592:00388E0011C40083=542
64600:6000C631006C1B00=478
64608:0000FF0000FF0000=510
64616:FF0000FF0000FF00=765
64624:00FF0000FF0000FF=765
64632:388E0011C4008360=638
64640:00C631006C1B0038=438
64648:8E0011C400836000=582
64656:FFFFFFFFFFFFFFFF=2040
64664:FFFFFFFFFFCFFFFF=1992
64672:87FFFF03FFFE01FF=1413
64680:0000000000000000=0
64688:0000000000000000=0
64696:300000780000FC00=420
64704:FC00FFF8007FF000=1122
64712:3FE0001FC0001F80=669
64720:003F00007F0000FF=445
64728:01FE0002FF00047F=643
64736:800ABFC0155FC02A=871
64744:AF80555700AAAA00=815
64752:0001FF8003FFC007=841
64760:FFE00FFFF01FFFF8=1523
64768:3FFFFC7FFFFEFFFF=1716
64776:5554002AA8001550=480
64784:000AA00005400002=241
64792:8000010000000000=129
64800:00000000FF00FF00=510
64808:00000000E100FF00=480
64816:00000000E100FF00=480
64824:000000008100FF00=384
64832:000000008100FF00=384
64840:000300008100FF00=387
64848:000100008100FF00=385
64856:00060800FE80FF00=651
64864:003EE5CD4AEECD22=1047
64872:EECD9AF13EC1CD4A=1372
64880:EE217EF5CD3CEEC3=1340
64888:D5FCCD22EECD18EF=1410
64896:CDB0F13EC3CD3EEE=1384
64904:C32FFECD22EECD18=1202
64912:EFCDB0F13ECDCD3E=1395
64920:EEC32FFECD22EECD=1416
64928:BEF0E5CD22EECD9A=1495
64936:F12EED2653CD41EE=1153
64944:E1E5CD41EEE12323=1257
64952:E53E22CD3EEEE123=1090
64960:232323E5CD22EEFE=1065
64968:CD283FE13E11CD4A=891
64976:EE3E01CD4AEE3E00=880
64984:CD4AEE3E21CD3EEE=1117
64992:E5CD1FFE2AE3ED2B=1268
65000:FE0000FC0000F800=754
65008:00F00000E00000C0=656
65016:0000800000000000=128
65024:01FFFE0200040400=520
65032:0A08001610002E20=134
65040:005E4000BEFFFF7E=984
65048:0000000000000000=0
65056:0000000000000000=0
65064:0000000000000000=0
65072:FFFF7ED5557EAAAB=1401
65080:7ED5557EAAAB7ED5=1230
65088:557EAAAB7ED5557E=1102
65096:0000000000010000=1
65104:0300000700000F00=25
65112:001F00003F00007F=221
65120:AAAB7CD55578AAAB=1224
65128:70D55560AAAB40D5=1124
65136:5500AAAB00FFFF00=936
65144:FF00FFFC003FF000=1065
65152:0FE00007C00003C0=633
65160:0003800001800001=261
65168:000000007E0001FF=382
65176:80079FE00E1FF01C=831
65184:3FF8187FF831FFFC=1266
65192:0000000000000000=0
65200:0000000000000000=0
65208:0000000000000000=0
65216:33FFFC7FFFFE7FFF=1576
65224:FE7FFFFE7FFFFE7F=1653
65232:FFFE7FFFFE3FFFFC=1715
65240:800001800001C000=450
65248:03C00003E00007F0=669
65256:000FFC003FFF00FF=840
65264:3FFFFC1FFFF81FFF=1390
65272:F80FFFF007FFE001=1245
65280:FF80007E00000000=509
65288:FE0000FC0000F800=754
65296:00F00000E00000C0=656
65304:0000800000000000=128
65312:01FFFE0200040516=543
65320:EA0A289614452E2E=615
65328:A25E4000BEFFFF7E=1146
65336:0000010000030000=4
65344:0700000F00001F00=53
65352:003F00007F0000FF=445
65360:D5557CAAAB78D555=1181
65368:70AAAB60D55540AA=1061
65376:AB00D55500FFFF00=979
65384:FFFFFFFFFFFFFFFF=2040
65392:FFFFFFFFFFFFFFFF=2040
65400:FFFFFFFFFFFFFFFF=2040
65408:0000000000000000=0
65416:0000000000000000=0
65424:0000000000000000=0
65432:0000000000000000=0
```

PROGRAM POWER

Yep, this really is the program you've been waiting for. Not a program for the Spectrum, but *the* program for the Spectrum. Would I lie to you? It's not a character generator, a fruit machine or a filing program, or indeed any other really obvious type of program. No sir, this is 100% original and totally brilliant. So pay me for it and we'll say no more about it!

I am..

and I live at..

....

Telephone..

My brill opus is entitled..

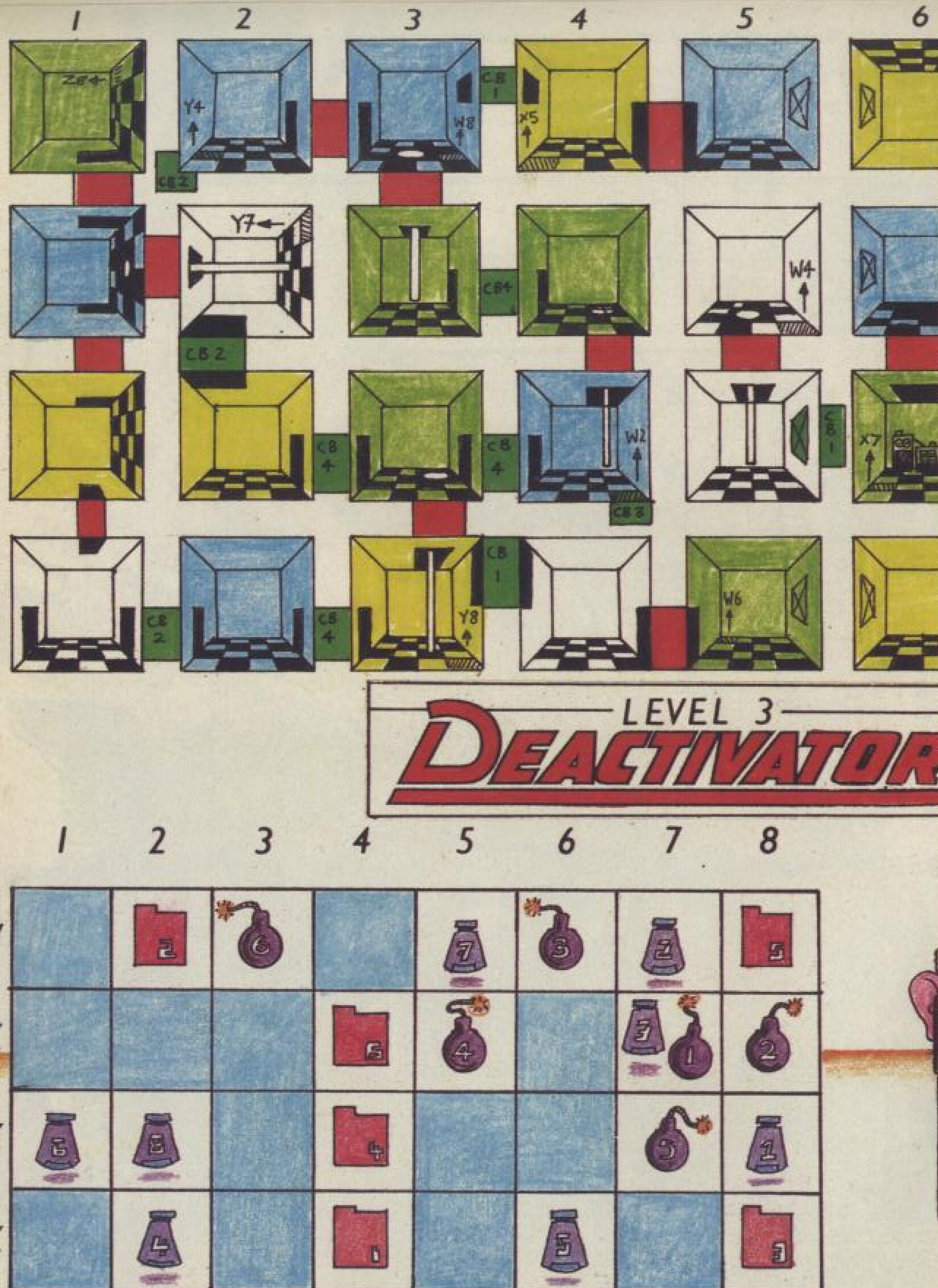
and it's a really good..

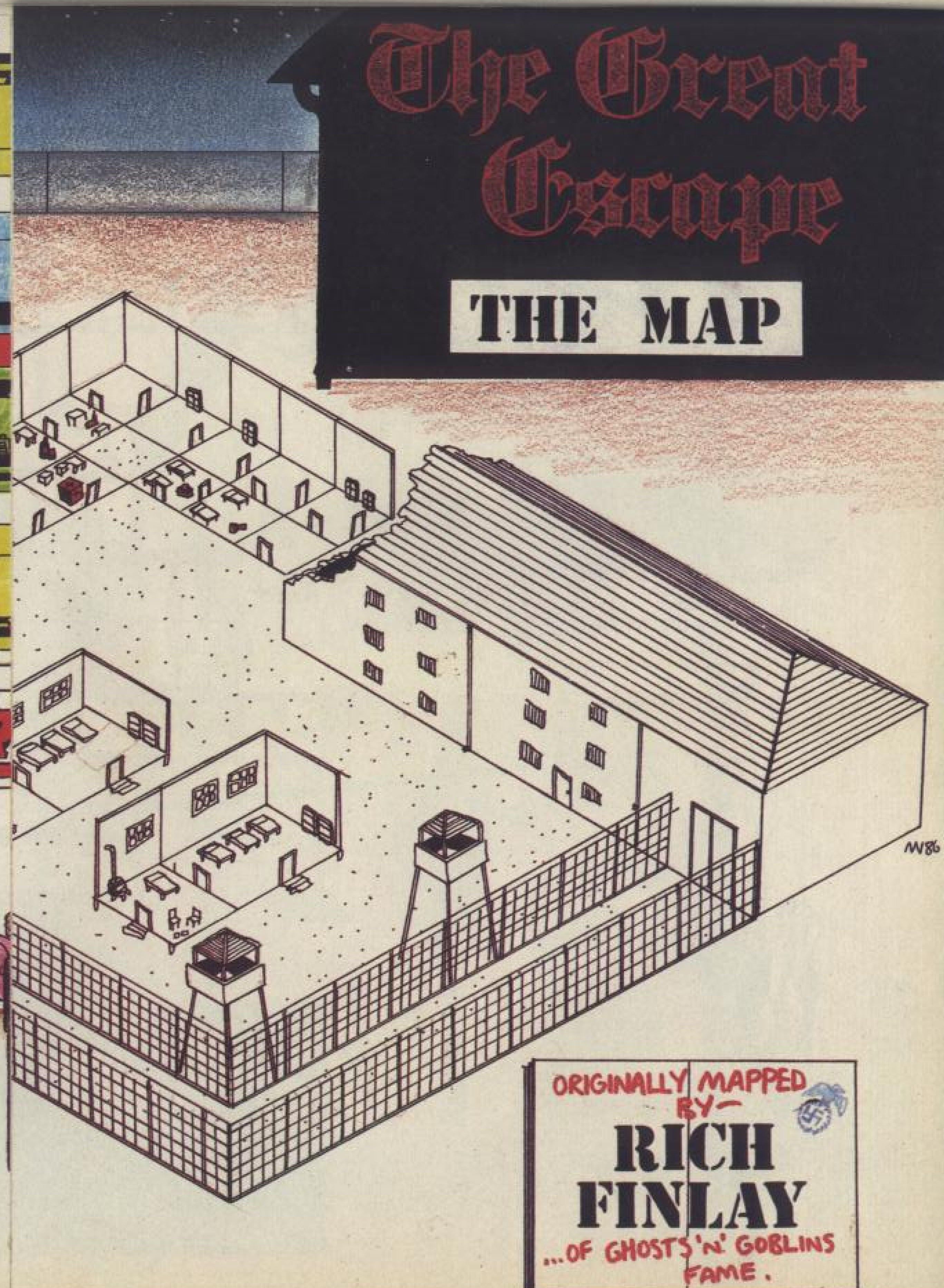
written in (Basic/Machine Code/Both)..

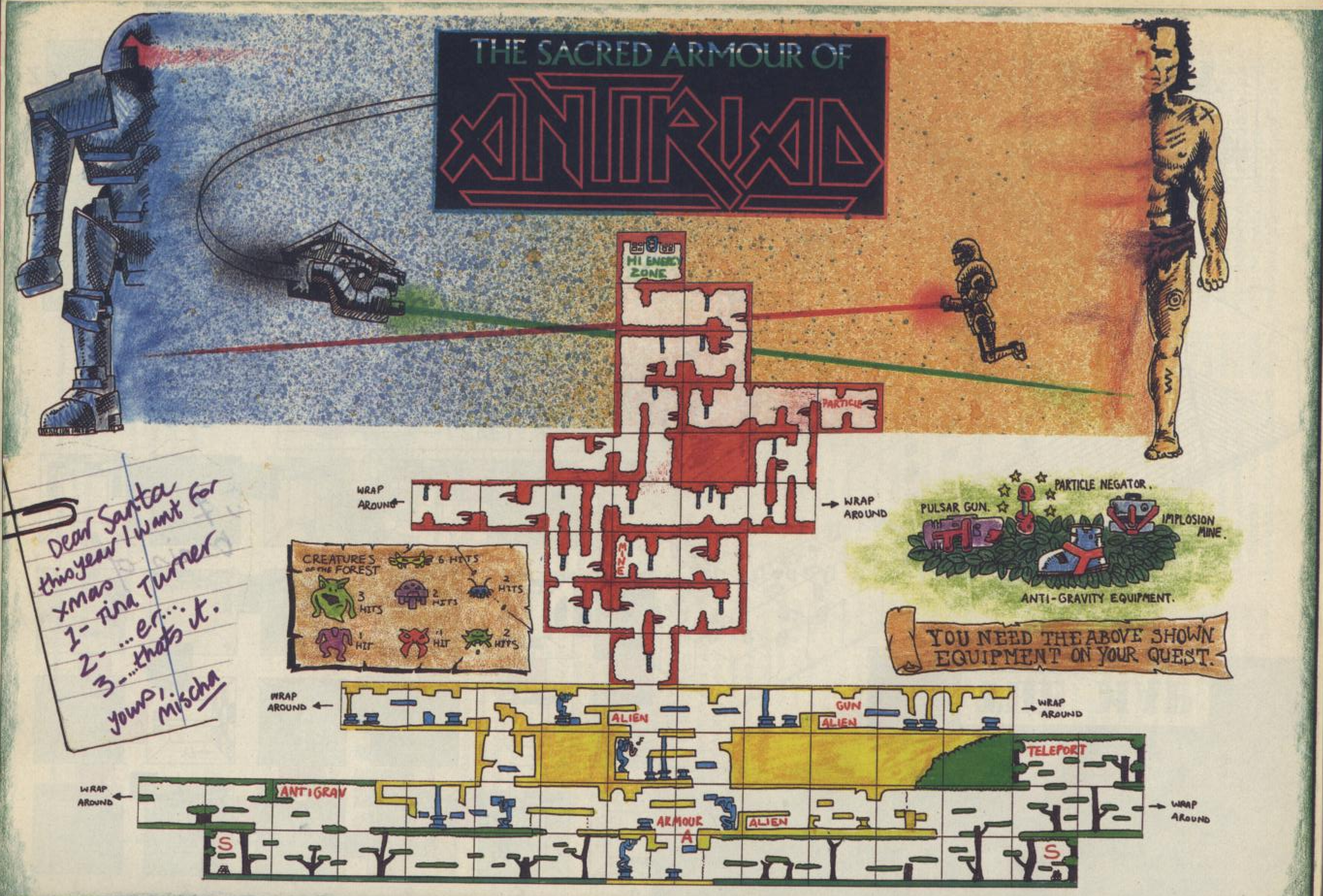
Just to prove I can write, here's my chuck hancock

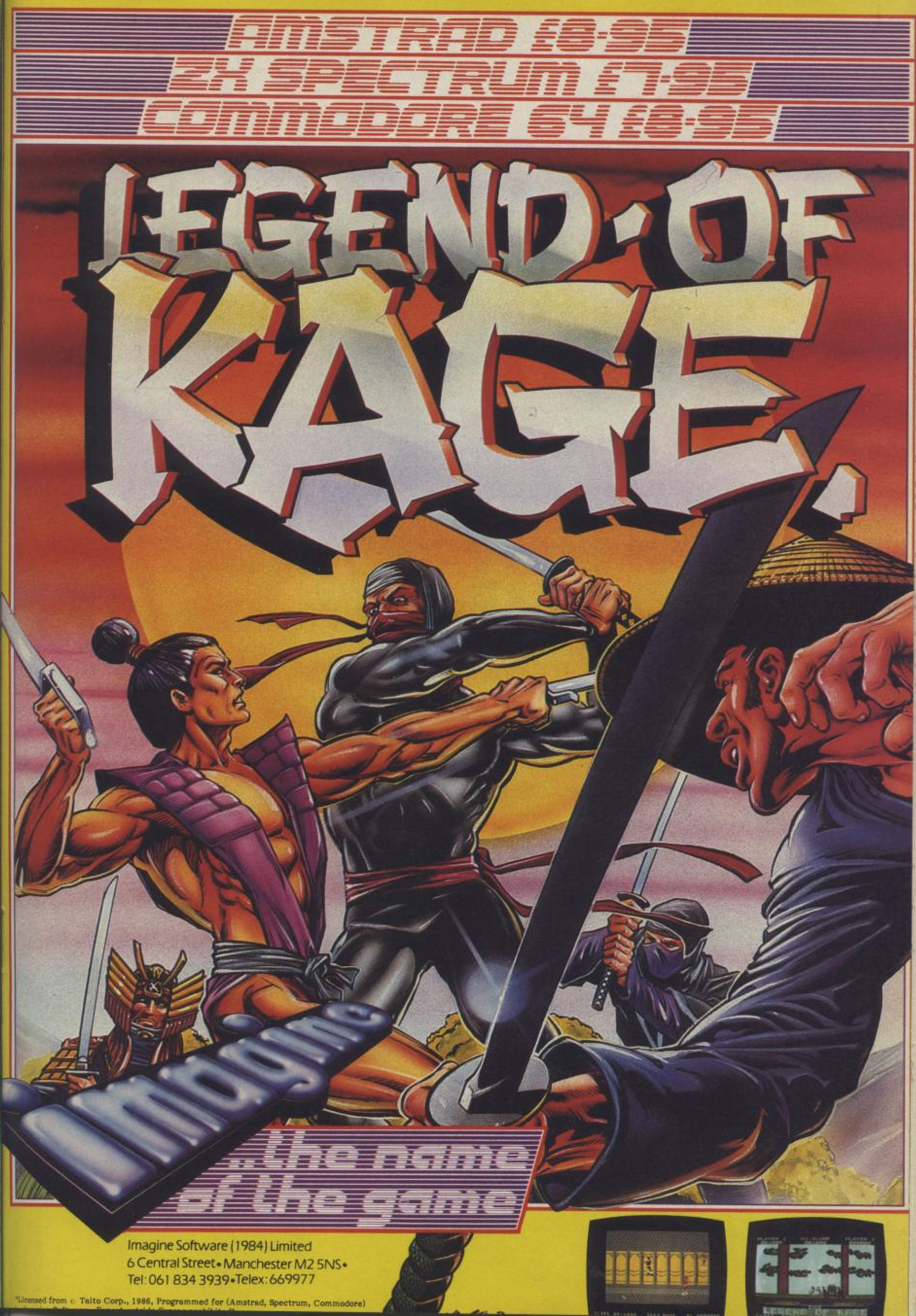
(signature to you)..

Cut out along dotted line and mail to: Muggins . . . er . . . Phil South, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE.


LEVEL 3
DEACTIVATOR
NW86/87


The Great Escape
THE MAP
ORIGINALLY MAPPED BY—
RICH FINLAY
...OF GHOSTS 'N' GOBLINS FAME.
NW86


THE SACRED ARMOUR OF
ANTIRIAD
HI ENERGY ZONE
PARTICLE
MINE
WRAP AROUND
WRAP AROUND
CREATURES of the FOREST
6 HITS
3 HITS
2 HITS
2 HITS
1 HIT
1 HIT
2 HITS
PULSAR GUN.
PARTICLE NEGATOR.
IMPLOSION MINE.
ANTI-GRAVITY EQUIPMENT.
YOU NEED THE ABOVE SHOWN EQUIPMENT ON YOUR QUEST.
Dear Santa
this year I want for
xmas
1- Tina Turner
2- ...er....
3-...thats it.
yours, Mischa
WRAP AROUND
ALIEN
GUN
ALIEN
WRAP AROUND
TELEPORT
WRAP AROUND
ANTIGRAV
ARMOUR
A
ALIEN
S
S
WRAP AROUND



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Imagine Software (1984) Limited
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YS MEGAGAME PREVIEW-STARGLIDER

STARRY STARRY GLIDE

Novenia, a once beautiful planet, has been ravaged by the evil Egron forces. In this breathtaking flight through the battle blighted night, one brave man fights back in a 200 year old AGAV fighter. His mission: to seek out and destroy the flagship of the Egron forces. . . The Starglider. Starry eyed *Phil South* reports.

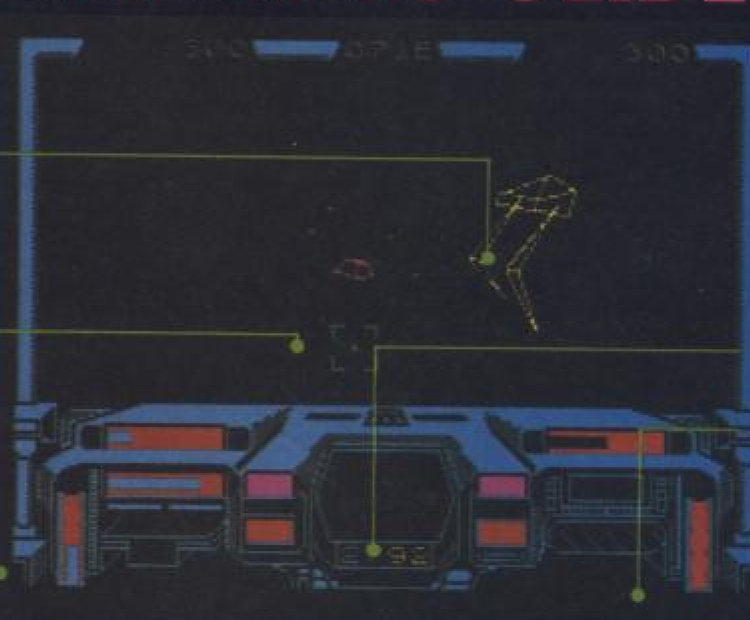
So, you thought *Elite* was the best 3D game ever? And then you changed your mind when you saw *Tau Ceti*? Well, be prepared to change your mind again, as very shortly *Starglider* will be skimming onto your screens in full colour, 3D and sound that you can hear with both eyes! It's already been a smash on the Atari ST and Rainbird has been working very hard indeed to produce a version on the Spectrum which emulates its beefier counterpart to the last pixel. It was a tough job, but now it's done. *Starglider* is an all action air-to-air and air-to-ground flight simulator, telling the story of the planet Novenia, and its failure to stand up to the Egron invasion force.

The planet stands between the Egrons and the last unconquered spiral arm of the Galaxy, and the Egrons are stomping Novenia flat. The invasion force has flown by the planet's orbital defence forces disguised as a native bird, the Starglider, and has strafed the ground based defenses and dwellings until there's nothing left.

Here the story takes an unexpected turn. Unbeknown to the marauding ground forces and the commander of Starglider One, there's an observatory station orbiting the planet, containing a group of scientists and a lot of obsolete military equipment. One of the scientists, Jaysan, discovers an old Airborne Ground Attack Vehicle (AGAV) amongst the museum pieces, and an idea begins to form in his mind. Although the aircraft isn't built for re-entry, he chances a landing on the planet's surface, and flies low over the terrain in search of the evil bird-shaped Stargliders.

This is the point at which you pick up the story: to fight in Jaysan's stead at the helm of the AGAV. The events leading up to this battle are mapped

TICKET TO GLIDE



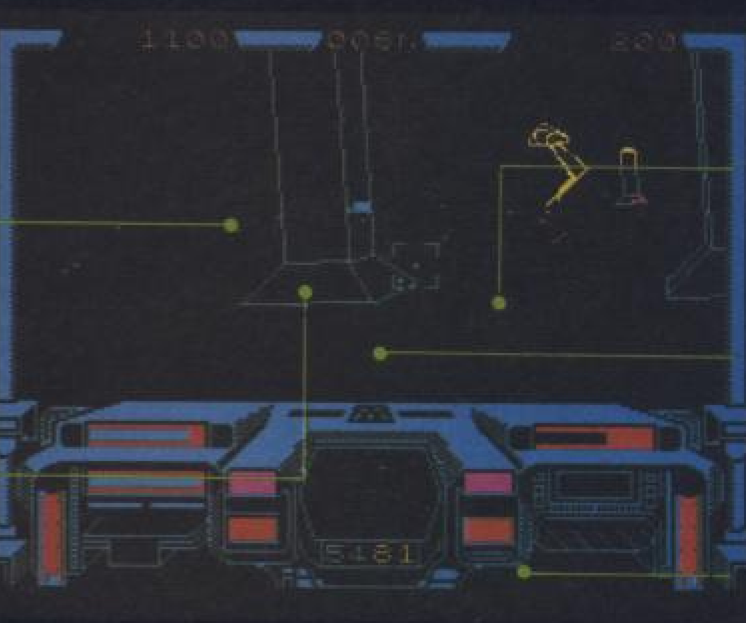
Walkers are tall bipedal war machines that wander aimlessly until they track a moving object. Then they seek and destroy. The best way to avoid them is to accelerate and climb out of their sensor range.

This squat magenta construction is a missile launcher. They fire homing missiles at you which you can only escape if you climb to the very ceiling of your altitude range. You can shoot at them too, but make sure you hit them if you decide to try.

Watch your height indicator. Although you don't go splat immediately if you bottom the ship on the deck, doing it too much will wear your shields down very fast. About two clicks on the joystick should keep you at optimum height.

Your scanner shows a plan view (*Tau Ceti* style) of the objects in your close vicinity. This can be very useful if you avoid a Walker or Stomper. . . but then find you can't see it. It's just possible it will walk in a circle under you, so you can check it on this scope.

This is your speed gauge. Keep an eye on this too. If you can't draw a bead on anything it's probable that you're going too fast. Slow down to a crawl and whirl around on the spot to pick off those annoying missile silos and slow moving transporters.



Here are the energy towers. The AGAV needs extra energy to complete the game, and you get it by flying between the towers. Fly though the two blue towers towards the one with the yellow tip and swoop low.

Although it appears blue on this screen (attribute bleed from the tower unfortunately) this is a yellow revolving wedge, called a missile silo. Inside this building is a spare missile which you can collect when you've used the one you have on board.

When you get through the twin towers, you'll see the energy laser firing across the gap between them and the yellow tipped tower. Swoop low enough to hit it and your energy scoop will activate automatically, turning the screen red, and your energy level will rise.

You can choose to have either a rigid sight, or a floating one which follows the movement of the joystick. The moving one is best, as it allows you to prang ships to the side of your viewport even though you're not aiming the ship directly at them.

Here's an indicator showing your complement of missiles. When you fire missiles at something like a Stomper, plant the sight firmly in the centre of its image on the screen and launch your missile. Although you could steer it, it's best if you aim a bit first. (Especially if you're quite close!)

out for you in an excellent novella, specially written by science fiction author James Follett. It tells of the rise of the Egrons, the battle for Novenia and Jaysan's discovery. Within the story are clues and vital information which you can use to beat the Egrons and destroy the Stargliders. You only have a limited amount of energy for shields and only one missile, so it's important you work out how to find sources of energy and military supplies quickly.

The game has been written on the Spectrum by the team that brought you some of the finest examples of 3D games in the last two years, Realtime Software. It's just like its forebear on the ST; a fast, colourful joyride through a real 3D nightscape, with the attention to detail you'd usually find only on the very best flight simulators. The game action taxes your skill to the limits as you employ laser blasters and TV camera guided missiles to blow the ground forces to shredded wheat. And all the time you must keep an eye out for the tell-tale shape of a Starglider.

There wasn't a lot of sound in the development version of the game we played, but what there was seemed nice and loud. The colouring of the cockpit and TV guidance display were going to be altered slightly, we were told, but otherwise the game was as it will be when it reaches the shops.

Cosmetic alterations aside, the graphics are the one thing that makes *Starglider* stand cockpit and laser gun above previous 3D games. It's not just that it's fast, and it *is* very quick, but the wire frame renderings of the other ships and the towers are tremendous. Objects get very large when you get close to them, and you soon realise that in this game, you are the smallest thing alive on the planet. Even the Stompers and Walkers which strut their funky stuff across the landscape are fully capable of scrunching you flat with just one of their feet. And that's in spite of the fact that they look quite small from the air!

So, if you think you can take the challenge of the Egrons, and reckon you're not a bad pilot, hop out and try *Starglider* as soon as it hits the shops.

If it doesn't thrill the pants off you, then don't worry. You're already dead!

FAX BOX

Game	Starglider
Publisher	Rainbird
Price	£14.95
Release Date	25th November

Missile silo screen

After waiting until the mouth of the silo is open, thrust forward and you'll find yourself in the Novenian missile silo.



Once in the silo, you'll be pulled by a gentle tractor beam over the missile (foreground), whereupon your ship will automatically pull it into the missile tube. You'll then go right into the back of the silo, where you'll be connected to the Novenian Computer. You can interrogate the computer to receive strategic information on all the offensive ships you'll encounter.

TV guidance system screen

You see an Egron Walker dead ahead... Now's your chance to show those Egron scum how it feels to be on the end of a guided missile. Just squeeze the trigger...



When you want to destroy a Walker or Stomper, you must use a missile. Those babies are mirror plated to reflect laser bolts, so you could blast away at them all year and the decals wouldn't even peel! Aim your sight at the Walker and launch your missile! Your joystick will now be in control of the missile's guidance system. So that you can see where you're pointing this lethal weapon, the makers have thoughtfully put a micro TV camera in the nose, and when you fire, the guidance monitor flips down in front of your viewport. Aim well, 'cos you've only got 20 seconds!

The Complete Enemy Identification Chart

From the programming team that brought you the 3D graphics of *Starstrikes I* and *II*, comes another new advance — animated vectors. The Stompers stomp and the Walkers walk across the screen as you attempt to blast them. For the complete line-up of all the enemy's military might take a look below. But if you want to see them move, (and you do) you'll just have to play the game.



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At last, after all your requests, here's what you've been waiting for. A full-colour piccy of the YS team? Nope. Better than that — it's the brand new YS T-shirt. Now you can look just like this Mötley Crüe — though fortunately, it's not obligatory.

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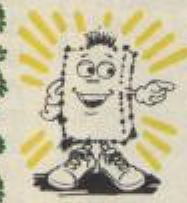
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SPARKLE RATING ★★★★★

SMUDGE AND THE MOONEES — SPECTRUM 48K

Smudge, the French chimney sweep with the dash of gallic charm embarks on a clean 'sweep' of the Paris roof-tops. Watch out for the Moonees however, who seek to thwart his progress. Highly playable!
SPARKLE RATING ★★★★★

JAVA JIM — C64 & ATARI

Idaho Jim sets off on an epic archaeological expedition. He has to stop pretty smartly to avoid molten lava, swing across crumbling pits and dodge man-eating spiders. You're bound to dig this!
SPARKLE RATING ★★★★★

SLURPY — C64

Deep in the caverns of the planet Gluton lives our famished friend Slurpy. Suffering from an acute bout of appetite fever he gobbles up everything in sight – but look out, there's danger lurking in them thar caverns!
SPARKLE RATING ★★★★

SPECIAL DELIVERY — ATARI

Poor old Santa! He's overslept again and now has only 5 hours to deliver all his Christmas goodies. Help him sort out this chaos by collecting and dropping the gifts down the right chimneys.
ALSO ON SPECTRUM 48k
SPARKLE RATING ★★★★

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ALSO ON SPECTRUM 48k
SPARKLE RATING ★★★★

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This race against time depends entirely on your skills as a navigator and pilot. But you are not without help. As the owner of the fastest power boat in the region you can rely on it to steer you to the rescue of the trapped scientists. But look out for crocs, rocks and mine-dropping rivals.
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SIMPLY RED

Complete control — that's what Red Box offers. We asked our man about the house, *Gwyn Hughes*, to investigate.

Remember the early days of the micro revolution? We were all going to get up to wizard wheezes like running our train sets with our ZX81's? But computer control was never that simple, and in the end it attracted only those most hardened of hobbyists — the trainspotters.

Well, maybe Sir Clive's early advertising claims that the good old '81 was powerful enough to run a nuclear power station were a little OTT. But it's still true that a Spectrum can be used for more than playing games, and that's the thinking behind Red Box.

Few peripherals are so aptly named as this one. The starter pack consists of not one but three boxes and all of them are undoubtedly very, very red. They are also very, very plain. No unpleasant edge connectors or difficult dials.

That's the secret of the Red Box system. You plug in whatever you want to control just as if you were connecting it to an extension lead. And, even more cleverly, it uses the mains to connect units in a network. They sit there, happily talking to each other and using minimal electricity, without any clumsy, trailing cables.

Wow, you're saying — this is just what I need to run that nuclear power station in the basement from the safety of my bedroom. Well, this is how you do it. First, follow the instructions carefully, as they take you through the early stages slowly and clearly. Here's the basic process:

Set up your Speccy as if you were about to Load a tape, but with the Ear socket connected to Red Leader rather than a cassette recorder. Then switch on the command unit and it'll automatically download a control program. You can then plug in other units, and introduce Red Leader to them.

Each unit, whatever its type, has a unique code, and though you'll probably find it easier to refer to them by a short name, the control chip uses this ID to send commands. Note: if you're worried about hackers breaking into your system via a shared circuit, don't be. Red Box uses a complex encryption system to prevent intrusion.

Once every unit knows the others' names and is happily hand shaking, you can start to have some fun. Plug a light into a Red One socket and you can turn it on and off from the main menu.

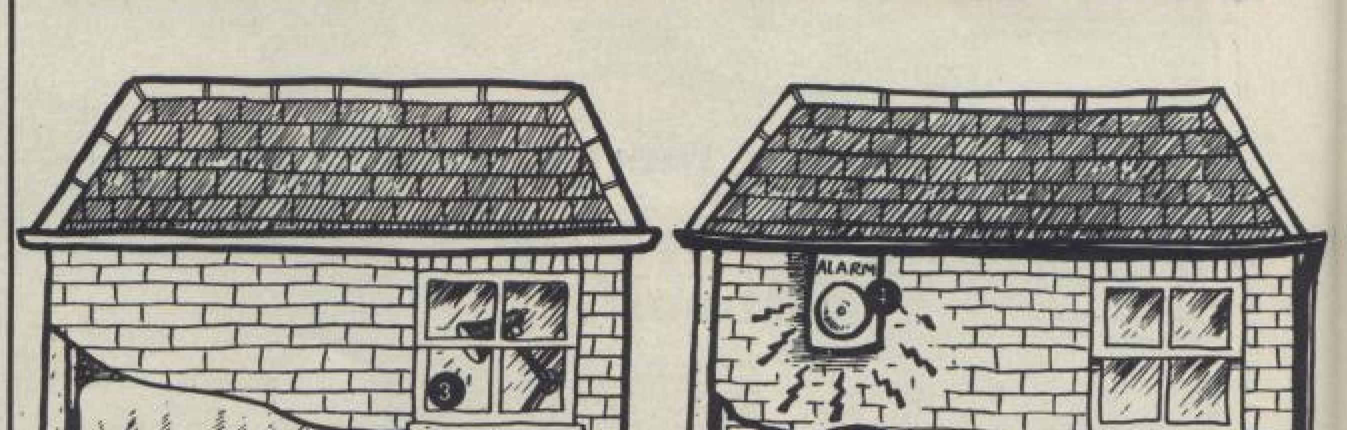
Eventually, after about ooh. . . ten seconds or so, you'll get tired of strobing your anglepoise and want to get down to something more ambitious. How about getting Red Leader to turn the light on at midnight, then off again five minutes later? It's simplicity itself, you just enter the relevant twenty-four hour times and then set the command in motion.

What next? How about a bit of fun with Red Two. You can slave units, so that they won't switch until they get a signal though the mains. You can use the infra-red sensor to turn on the lamp, though sadly it won't turn it off again. All you have to do is wave your hand in front of Red Two and, lo. . . let there be light!

Now you're beginning to get an idea of the god-like potential of the system, and there's no need to stop with the starter pack. You can connect a infinite number of units to one ring main — in theory at any rate. To make the most of all that command power though, you'll need to take the next step, into Red Box Basic.

Okay, I admit, this is where it gets just a tiny bit technical, and unluckily the manual isn't quite so helpful for novices at this point. But when Red Leader down-loads the command program, it also

THE STORY OF THE THREE LITTLE TRAINSPOTTERS



Once upon a time there were Three Little Trainspotters, who were afraid that the big bad Wolf would break in while they were out trainspotting. So the First Little Trainspotter set up a security system with Red Leader (1) turning on a light (2) at eight o'clock then turning it off and replacing it with another (3) at nine. It also turned on the radio (4) at eight-thirty. The Wolf thought, "Uh-oh. . . he's at home!" and moved on.

Trainspotter Two also set up a light (1) and a cassette recording of casual conversation (2) to try and fool the cat. . . sorry, Wolf burglar. But being a more cautious sort he set up Red Two (3) just above his front door. When the Wolf huffed and puffed and blew it in, it triggered an alarm, hidden under the roof (4), which sent the Wolf scarpering before the Three Little Coppers arrived in their panda car!

Illustration: Nick Davies

gives you a new dialect of the language you already know and love (or hate, or ignore, for that matter).

It adds a number of commands that are missing from Spectrum Basic, such as programming aids like Delete, plus conditionals like Repeat. . . Until and even commands dedicated to the system, such as Install. These let you write quite complex chains of commands, so that you can not only turn on your nuclear power plant, but also switch on the kettle to boil a cup of tea.

Whether you get into proper programming, or settle for slavery by single key commands, once you've sorted out a satisfactory sequence you can tell Red Leader that you're satisfied, then unplug your Spectrum. So long as the big red one remains plugged in, its own little on-board micro will carry on doing just what you asked it. And as each Red unit contains a micro too, you can unplug them and move them around and the Leader will still keep in touch.

By now you should be thinking about how you can use the system, and if you're lacking ideas, there are a few below. But the real future of Red Box lies in. . . the future! You see, GIS has lots of exciting expansion plans on the cards.

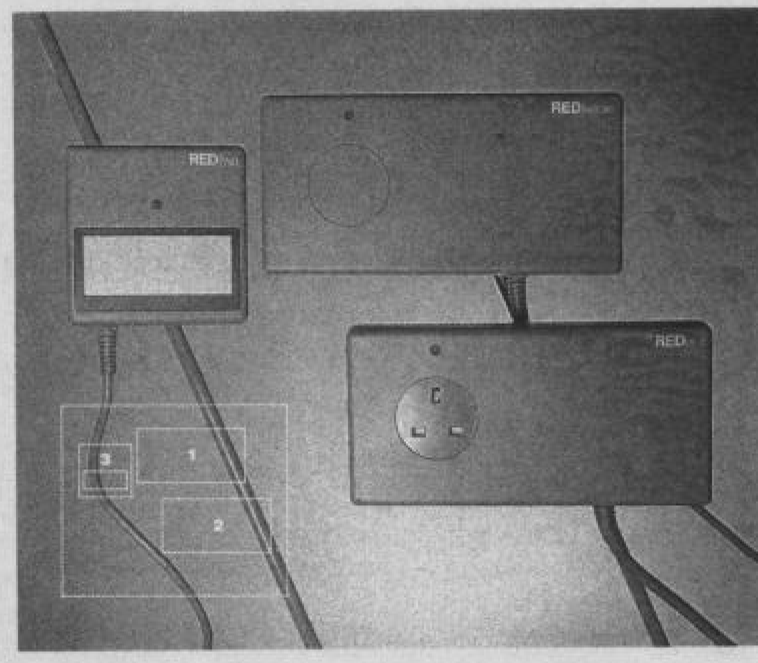
For starters there's a real time clock with battery back up for Red Leader, which means that even if there's a power cut it'll know exactly what to do and when. There will also be other sensors, and most excitingly, work is underway on an autodialler for use with your phone. Imagine being able to set a sensor at home, so that if it detects an intruder, it phones somebody and warns them with a pre-recorded message!

The uses of Red Box are really only limited by your imagination. From remote control of a trainset to switching on the fire to the creation of a security system, Red Box can do it. The only real restriction is that it's not suitable for extremely high power devices, such as immersion heaters or cookers.

Apart from that though, it's extremely easy to use, so what are you waiting for? Now there's no excuse not to join the Red (Box) Revolution and take control!

FAX BOX	
Product	Red Box
Producer	General Information Systems
Price	£129

THE RED ARMY

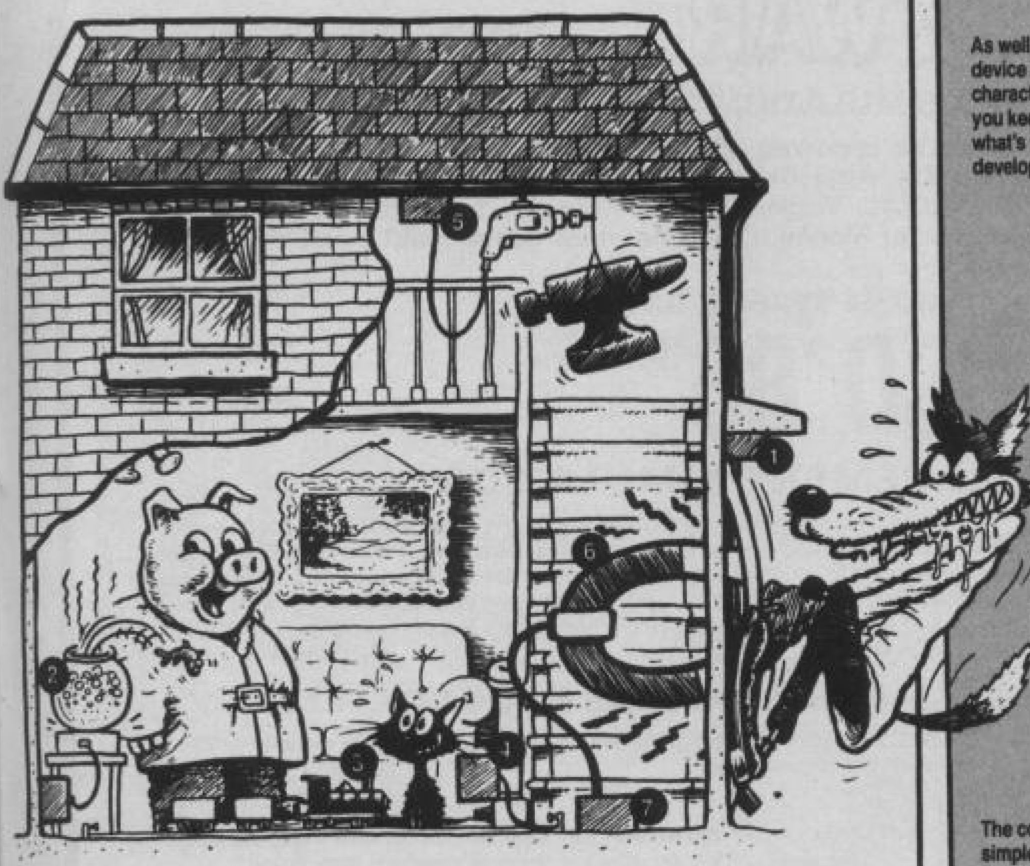


1 **Red Leader — the brains behind the system. He'll keep ticking away, even when you've unplugged your Spectrum.**

2 **Red One — or two, or three, because you can fit any number of these computer-controlled sockets to the system, and plug almost anything into them. They're just obeying orders.**

3 **Red Two — small but powerful. Behind the window lurks an infra-red sensor, which can detect any movement in its field of view and report back to Red Leader.**

Photography: Liz Heaney



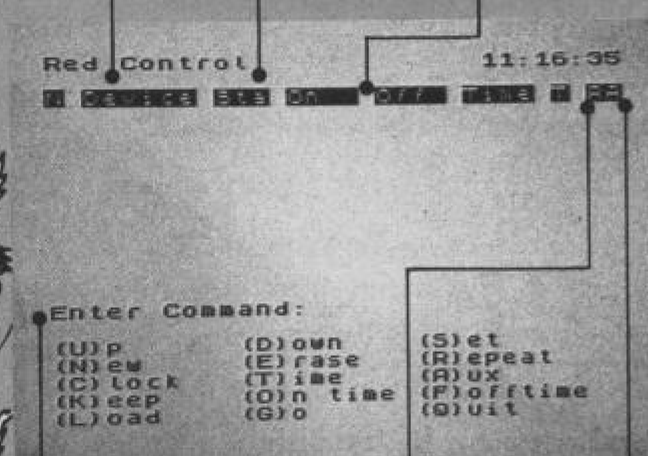
At the third house the Wolf didn't notice a Red Two (1), commanding a heater under the goldfish bowl (2). The water boiled after four minutes, then out jumped the fish, onto the model train, which was programmed to start a minute later (3). It passed the cat, which ran after it, triggering another Red Two (4) which started the drill (5). The Wolf struggled with the door, held shut by a giant electro-magnet (6). But when the anvil fell, a third Red Two (7) switched the magnet off. As the Wolf flew through the door, he was crushed by the plummeting anvil!

ORDERING FROM THE MENU

As well as a number, each device is given a six character name, to help you keep in touch with what's what as you develop complex systems.

Simply, status is On or Off, but for devices like dimmer switches, with variable control, this can also be set to any value between 0 and 255.

On and Off times are simple enough to set from the menu below. Alternatively you can specify that a device remains on for a certain period.



The command summary is simple to use. Just key in the initial and follow the on-screen instructions. Up and Down move the cursor to indicate the current unit and 'Go' hands over command to Red Leader.

If you're going to be away for a fortnight in sunny Benidorm, catching up on the international Trainspotting scene, you might like to make use of the Repeat facility, so that the lights come on at eight every night.

This is the Auxiliary column, and every device which has a number here is governed by the Red unit indicated. So a bell on Red One could be slaved to device 2, a Red Two sensor.

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The June and July issues of COMPUTER GAMER magazine reviewed 16 soccer simulations, including Ocean's MATCHDAY and INTERNATIONAL MATCHDAY (128K SP), Addictives FOOTBALL MANAGER, Artic's WORLD CUP and WORLD CUP 2, US Gold's WORLD CUP CARNIVAL, Virgin's FA CUP, etc etc. MEXICO '86 was given a NOVA overall rating and 5 "planets" from 5 for Value for Money. Only one other game could equal this, Commodore's classic INTERNATIONAL SOCCER.

ARE YOU STILL PLAYING THE SECOND RATERS?

TAPE 1 QUALIFIERS

MEXICO '86*

TAPE 2 FINALS

A WORLD CUP MANAGEMENT SIMULATION

On June 22nd, 1986, England's bid to become World Champions for the next four years came to an end in the Azteca stadium, Mexico City. How well did Bobby Robson do? Can YOU outperform him? MEXICO '86 gives YOU charge of the England team two years before the start of the Mexico finals. You must experiment with a demoralised squad who failed to qualify for the European Nations' Cup, drafting in players as you see fit, and nurse the team through the Qualifying stages of the World Cup. If you qualify, you must choose your squad for Mexico, play through Phase 1, the groups of four, into the last 16. Can you now take England two stages further than Bobby Robson and then win the big one? It takes a thorough understanding of International Football to win in MEXICO '86.

ENGLAND'S GAMES: FULL PITCH, 22 MAN, 3D GRAPHICS & SOUND EFFECTS

QUAL-SOFT comments: With 5 levels of play, 12 depths of sophistication, and "fun" graphics, this game can be enjoyed by an 8 year old youngster as a "fun" game, and by the most sophisticated as a tactical/strategy challenge of the highest order.

PACKAGE: Tape 1 plus Tape 2 plus 20 Page Manual in "Video Cassette" style pack. Only **£9.95** *(90K RAM usage. Some would call this a MEGAGAME.* YES IT WILL RUN ON YOUR 48k & 128k SPECTRUM.

QUALSOFT GUARANTEE: Sent by 1ST CLASS POST on the day the order with P.O., Cheque, Access payment is received.

Telephone Access orders accepted.

*** The use of the name MEXICO '86 does not imply any association with FIFA**

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Tel: 0438 721936

Please supply:
MEXICO '86
48K/128/+2
SPECTRUM

Name: ....
Address: ....
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Access No. (if applicable) ....

infiltrator

US Gold/£9.95

Gwyn There's something very . . . American about this game.

Well spotted, Gwyn! It's an American game. From US Gold. Sherlock Hughes!

No, that's not what I mean. *Infiltrator* is more than a shoot 'em up and it's not just a game. It's more a sort of . . . concept, man. And if that isn't American, what is?

Well, first there are the instructions. A large, double sided sheet. But don't worry because this guide to flying a Gizmo (TM) DHX-1 Attack Chopper (affectionately known as 'The Snuffmaster'), also contains a number of laughs at the expense of weapons fetishists. Ronnie Ray-gun will hate it. It's un-American! (*Make your mind up! Ed*).

Satire again in the choice of hero, Johnny 'Jimbo Baby' McGibbits, an amalgam of all those helicopter and jet jockeys in trumpet-blowing, flag-waving, sabre-rattling go-get-the-Russkies films.

Infiltrator is no *Tomahawk*. It's more silly than simulation, but it's also a lot of fun. Flying is a matter of keeping on course, and going by the amount of drift, there must be some fairly strong sidewinds. You've also got to be careful about fuel consumption, because you've only just got enough to get you to your target site.

Airspace is as full as Heathrow on a holiday weekend. Other helicopters appear regularly and demand identification when they see you. This is where the strategy comes in, because indiscriminate blasting wastes both ammunition and fuel, so it's as well to avoid it.

The solution is to keep your eyes open, and switch to the communications mode as soon as you see another chopper. You can then demand its ID before it requests yours. As you know the enemy's password, as well as your own, you can give the correct reply that it's requested.

Of course you may not know which side the pilot's on, in which case you have to make a guess, though this isn't too difficult when he replies, "Scum". Of course, if you get it wrong, or it turns out to be a rogue flier, then you're forced to fight.

As you'd expect, a Gizmo (TM) DHX-1 is well armed, with a cannon and four missiles. But don't neglect the flares and chaff that are used to decoy heat-seeking and radar guided projectiles. With these a battle becomes a question of fast reactions and strategy rather than simple shooting.

Finally though the ADF indicator will flash and spin wildly round, indicating that you've reached your destination. Touchdown and it's on to the second part of the mission — a land-based caper as you search for secret documents and indulge in a little sabotage.

You get a high view of the enemy base as you try to dodge the guards or bluff your way past them with false papers. If the worst comes to the worst you can always use tear gas or a grenade. Don't dawdle though as there are only about twenty minutes to search the base, looking through drawers and photographing any secrets. You can also place explosives and blow up the whole place if you're quick.

I'd like to report that this part of your job is as much fun as the first, but in the time given to review *Infiltrator*, I failed to land my 'Snuffmaster' even once. Sure I reached the target, but then, try as I might, I couldn't get back down to earth except in the most dramatic fashion when fuel ran out!

Perhaps I'm missing something in the instructions or could it be I just didn't have enough practice? I'm afraid it's up to those who aren't governed by deadlines to discover what perils lie ahead for Jimbo in his three missions.

As for poor, mortal Gwyn, I rather enjoyed this, despite a nagging fear that all that communications work becomes rather like a typing tutor. But it's a brave attempt to give the Spectrum the sort of game that's wowing them Stateside on disk-based systems, and it's certainly a novel entertainment.

Graphics
Playability
Value for Money
Addictiveness
8

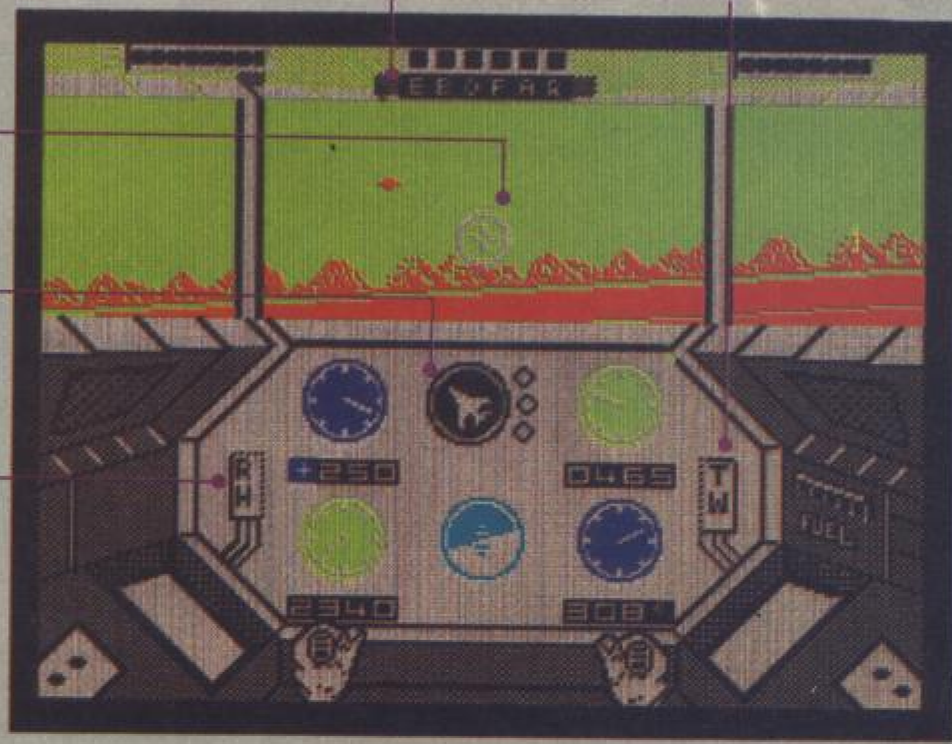
The Gizmo (TM) is full of useful gizmos, like these warning lights. You can do something about being too low or the batteries or oil overheating. Simply decelerate or turn off the turbo to avoid a rapid descent.

If you get to touch down you'll need the Whisper mode, toggled from the keyboard with its initial key, like so many of the effects. It lets you land in silence, avoiding the unwanted attention of guards, mad leaders and traffic wardens.

The Head Up Display cross-hairs, which you use to target your gun or guided missile. But beware — if you keep it on all the time, it's all too easy to launch a primed projectile and shoot down a friendly chopper by accident.

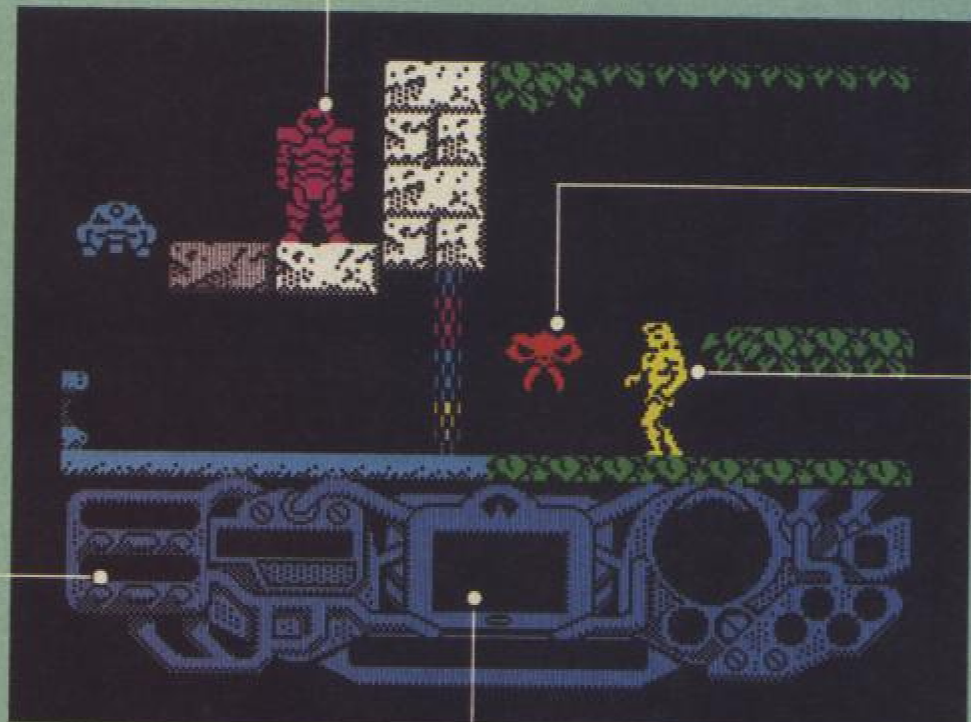
The ADF is a wonderful device. When you're first in the air you'll be given a code to enter into this navigational computer. Then all you need to do is keep the indicator pointing straight forward. Simple, isn't it?

Ever-helpful, these two lights tell you whether you're being shot at with heat-seeking or radar guided missiles, letting you take evasive action. Providing, of course, you're quick enough to prime chaff or flares and fire them.



What do you mean, it's a bit tight under the arms? Most people would give an arm or a leg for armour like this. Okay, so it's a bit lacking in the boots department, but if you try upstairs you'll find a wide range of shoes to suit.

● Only when Tal's stepped into his shiny new armour can you find out how you're doing. I mean, obviously, if you're wearing a suit like this you're going to score, aren't you?



The nasties tend to follow regular patterns, which makes it easy to get them stoned . . . sorry — to stone them. Just bide your time then rocket a rock at them.

'Ere. Dat's Tel over dere, isn' it? Naww, it's Tal. Well tell Tal dat people in glass houses shouldn't throw stones, but he'd better because that's the only way to do in de nasties.

One of the problems with nuclear war is the weather afterwards. Heavy radiation showers will be followed by a sleet to make your geiger counter bleep. So keep an eye on the indicator here for the latest rad count.

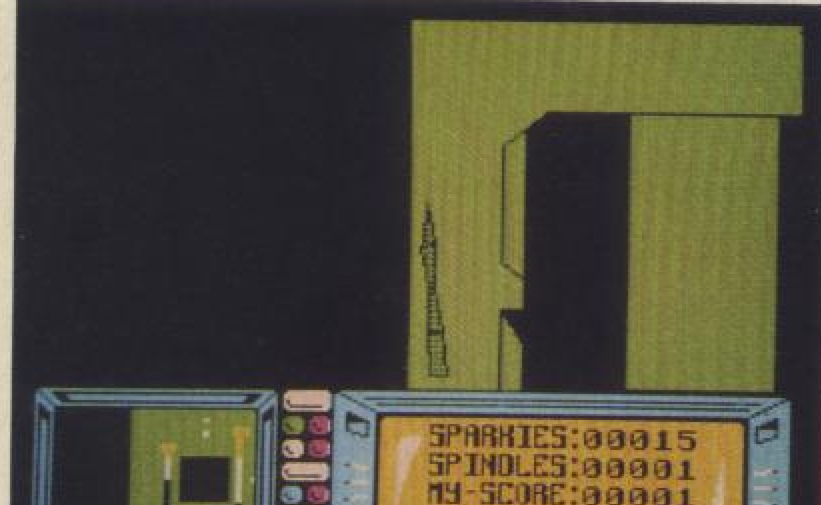
What's on telly, Tal? At first your view screen gives the sort of pictures you get on Ben Nevis in a snow storm, without an aerial. But the tactical message window will keep you in touch with the suit's information banks.

FAT WORM BLOWS A SPARKY

YOUR SINCLAIR MEGAGAME

Durrell/£9.95

Phil Deep in the heart... yes, I say deeep in the heart of your Speccy wriggles the fattest worm ever to blow a sparky. Fat Worm is his name, and he's a Wormie. Now you may not know this (and why not?) but wormies are little micro-electronic worms that inhabit your Spectrum, slithering and squirming around the circuits and busses (data, not No.79) looking for a disk drive. A what? Oh yes, one of them things like a microdrive only bigger, flatter and more reliable. Ho ho. Anyway, the purpose behind this questing is cloning; he wants a clone, or carbon copy of himself, 'cos as



Here's Fatty himself, squirming his wiggly way through the Speccy circuits. Tight squeeze, this. To his right is a huge rotating black and white stripy thing. This little beggar is a de-bugger. If you're infested with bugs, just pass under it and it'll clean them off for you, although in this one you'll have to go through the little doorway, which is very tricky.



Now things really start to hot up. You're racing down a seemingly open stretch of ground, when suddenly you're being chased by a crawling bug. They're fast, so you'd better put the hammer down. Notice the sinister shadow of a sputnik, at the top of the screen, closing fast. The scanner, like all good scanners, shows a plan of the immediate area.

ANTIRIAD

Palace/£8.99

Rachael Post-holocaust frolics as you search for the Sacred Armour of Antiriad, an Anti-Rad combat suit (Antiriad . . . Anti-Rad. . . geddit?) which is the only salvation for your primitive race in its battle against the alien invaders.

But be warned. If you own a 128K Spectrum, your people are doomed from the start. . . the game won't work on the expanded machine. Palace should be sentenced to its own dungeons for such incompatibility!

Anyroad up, while 128-ies have to settle for reading the accompanying comic, which contains this singularly un-comic history, it's up to the rest of you to charge around the sort of landscape that would drive a geiger counter crazy, leaping and bounding and avoiding all the pests that seem to blight every Eden.

Yes, at heart *Antiriad* is another dodge and collect arcade adventure, but what makes it such an animated diversion is its animation. I don't think I've ever seen a figure run, jump and hurl rocks quite so smoothly or quite so athletically as Tal. I mean, if he'd like to come round to my place for a rub down some time, the big barbarian hunk, I wouldn't say no. . . knowworri-mean?

All in all, a lot of care has been taken with *Antiriad*'s graphics, because the landscape is beautifully designed too, from the twisted trees of the jungle, with their swinging sloths, to the mystical high tech temple with its urns and rough stone floors.

Luckily it won't prove too hard to find the armour in there. Once you've stepped into it, the view screen at the bottom of the picture springs into life, providing all sorts of useful information. Now you need to strip off again and search for the optional extras that all the best-dressed warriors demand. There are gravity displacer boots, to give you that extra lift, and pulser beams, particle negators and implosion mines to combat combat fatigue. There's probably even a set of fluffy dice somewhere.

Like I said, the graphics are *Antiriad*'s greatest strength. Ironically they're also the source of its weakness. Control of Tal is not all it could be, probably because of his size. Responses can be unpredictable. This is compounded by the fact that pressing fire while he's running makes him jump, but if it's used when he's still, he throws a stone. It's therefore impossible to jump unless you have a reasonable run up, which causes problems on some of the shorter ledges.

My only other grumble is about the drip that falls from the temple roof. You'd better dodge it because if you let just one drop touch you, you're dead. Fail and you don't have time to move before the next fatal splash, and so, however many reincarnations you have left, they just drain away as you lie there, unable to escape.

Still, if you've got the patience to discover the exact positions needed to make the more crucial leaps, *Antiriad* is rich in rewards for arcade adventurers. Just watch out. . . all that radiation could have you glowing in the dark!

Graphics
Playability
Value for Money
Addictiveness
8

we all know "you're never alone with a clone!". Chortle snort wheeze.

You control Fat Worm's progress around the little silver solderings of the Speccy in question's circuit board; a cute 3D rendering, highly magnified of course, so that the chips are as tall as buildings. The game takes place on a number of different levels, allowing you to squirm up ramps and leap tall resistors in a single bound.

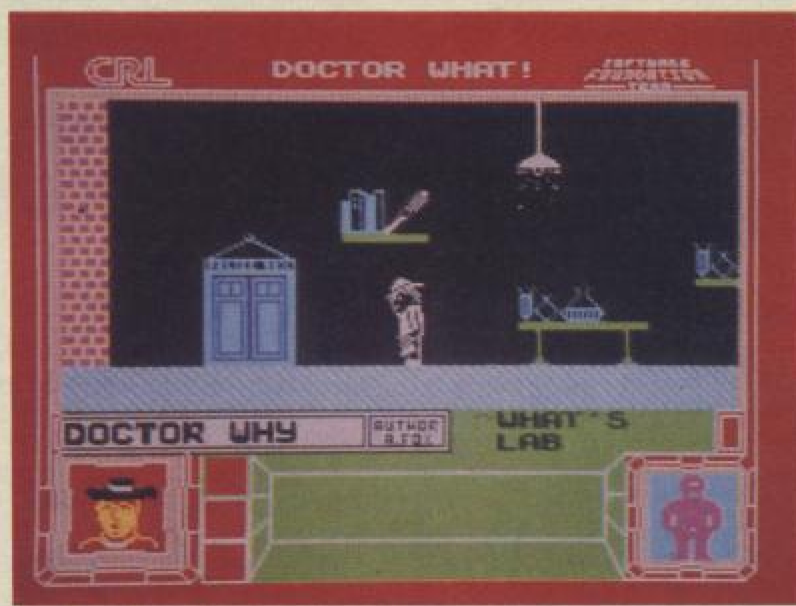
Life isn't all beer and skittles in the microworld, however, because there are bugs in the system (was it ever thus), and these ain't jest software bugs either. They're hard as snails. Bugs crawl the crevices and fly over you in their little "sputniks" — special flying machines, which they've evolved to chase wormies round the circuits. Wormies, in retaliation, have evolved the facility to blow sparkies, release a blast of electricity at the bugs to destroy them. Sparkies come in two varieties; the burper sparky and the blaster sparky. Burpers are like smart mines, waiting for a sputnik to fly overhead before they grab them and explode, while blasters fly from the wormie's mouth like bullets, to strafe the ground-based bugs. But these bugs are tough. If you miss 'em they fasten themselves to you and hang on tight... and if there's enough of them, they'll consume you... (urgh).

Help is at hand, though, because incorporated in all good computers there's a de-bugger (same to you) which can strip the little bug beggars off your back (get off my back!), enabling you to continue your quest. In order to clear the way of bugs so you can find the disk and gain power for your sparkies, you must eat 50 spindles. These are little power nodes, tiny rotating triangles, which you must seek and consume, and very nice they are too, warmed in the microwave and served with a little parsley.

Fat Worm is a very original concept — unusual these days. My mum always said that there's "nothing new under the sun". Well, she never looked under the hood of a Speccy, obviously. The graphics seem, on initial inspection, to be rather simplistic. But when you pass a tall building you start to see...wow...how much depth you've got to play with. This can be very unnerving, especially when you go to pick up a spindle, only to discover it's hovering in mid-air and you've got to jump at it off one of the buildings!

Fat Worm is a funny and absorbing game, requiring little effort to play, but some considerable skill to finish. Oh, incidentally, watch out for the pause routine, especially if you marvelled at the Atari ST or Amiga (spit) "bouncing ball" demo. An uncanny replica!

Graphics
Playability
Value for Money
Addictiveness
9



CRL/£7.95

Gwyn A questionable program featuring Doctors What, Where, When and Why... but don't ask where Who is in case the BBC decides to sue. Obviously all these interrogative medicoes are no relation to the televisual time-traveller, even if they do have time machines shaped like police boxes. You get the idea?

Its plot could finish the TV series faster than a decision to let Bonnie Langford sing and dance her way out of danger every week. It all concerns hang-overs and a trip to the Jelly Baby of Infinite Wisdom — which gives you an idea of the sort of party the Doctors were attending to get in this confused state!

But despite all this Hitchhikers Guide to Time Travel-style parody, at heart these four travellers remind me more of another hero whose name begins with a W... Wally Week! The game is just another example of the 'pick up objects and find where to use them' school. The puzzles are refined by the use of four characters, each trapped in a different era, but able to bring each other vital objects thanks to their trusty time machines.

But in the end a program should reach into the future, and I couldn't help feeling that the time destination for this one was set for a good two years ago. I was left with only one question in my brain — why release this at full price in this day and age?

Graphics
Playability
Value for Money
Addictiveness
6

DR WHAT

THEY $TOLE A MILLION

YOUR SINCLAIR MEGAGAME

Ariolasoft/£8.95

Gwyn We've all heard of computer crime before, but how about computerised crime? Seems there's an on-line database for everybody nowadays, including those light fingered types, possessed of names like Bad Bill and Mr Knuckles.

Your monicker for this highway to the land of heist is 'The Boss' so you'd better grab your striped sweater and fill your Spectrum full of SWAG — the Software for Aspiring Gangsters operating system. There's a lot of planning necessary if you're to change your name to the much more attractive Mr Big.

Your first step up the ladder of criminal hierarchy is to log on to the information system you saw advertised in What Crime magazine. This provides you with information on various jobs, criminals and fences and it's important to get the details right at this stage.

Every member of your team will require a percentage of the haul, as well as a flat fee. But each prospective gang member also boasts two skills. So the right choice will help you cut costs in the long run.

Your explosive expert could also be your driver. In addition, his skill with dynamite will mean you don't need that safe-cracker after all.

SWAG also stores information on the premises that you can raid. You can obtain in-depth information on various areas, but nothing comes free. If you want to know more about where the salesman stores the money at the end of the day, you have to pay for it.

Luckily for you, hardened criminals aren't expected to be hardened hackers as well, and SWAG is super friendly. It's completely driven by nested menus that pop out when you request them. It even keeps track of your bank balance, so there's no opportunity to try any confidence tricks on its accounting system!

To plan the raid you load the second part of the program. This provides you with a blueprint of the premises, including all the extra details that you paid for. You start with the gang sitting in the getaway car and that's also where you'll end up. How much loot they have, and how long they take to get it, all depends on what follows.

Commands are issued to each team member individually. Each action takes a set amount of time, so you can use the clock display to synchronise their efforts. You issue orders via a simple icon system, which expands to include additional options when they become relevant. Another display lets you know just where the character is.

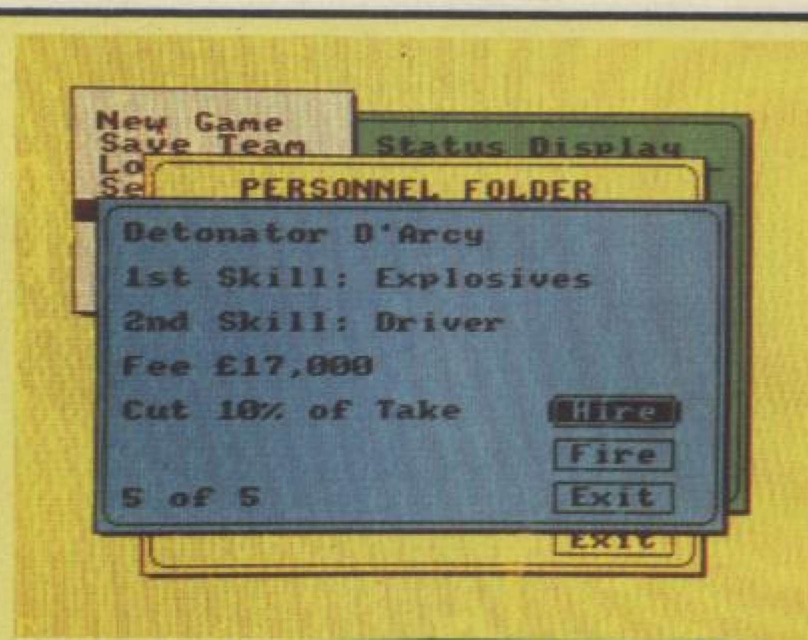
This part of the game calls for careful timing. You'll need your locksmith to deal with the main door, but then he'll have to wait till the electronics expert has entered the building and disabled the alarm. You don't have to specify your moves at this stage.

Once you've got the crime of the century planned, it's time to put it into action. You're now in direct command of 'The Boss', while your cronies follow their instructions. You've given yourself the cushy job of keeping watch, but you're in full contact with the others via a walkie-talkie.

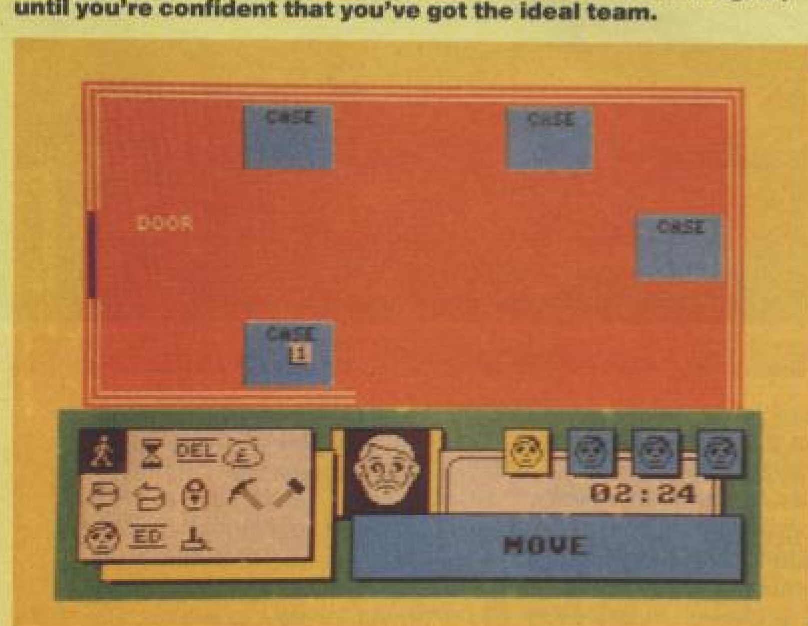
Reports come through to tell you what's happening, while time ticks by. You still have a range of commands, including the opportunity to enter the building or issue further orders to a character who's having problems. But don't stray too far from the door, or you won't be able to keep an eye open for police cars. If you see one the best option is to tell everyone to freeze until it's passed by. If the worst comes to the worst you can abort the whole job and re-plan it.

TSAM comes with a variety of robberies that'll take you to that much sought-after class of 'Public Enemy Number One'. You can save your status, so that any profits can be re-invested in further jobs. And being look-out means that you can do a runner and avoid the long arm of the law, so you're always free to have another go.

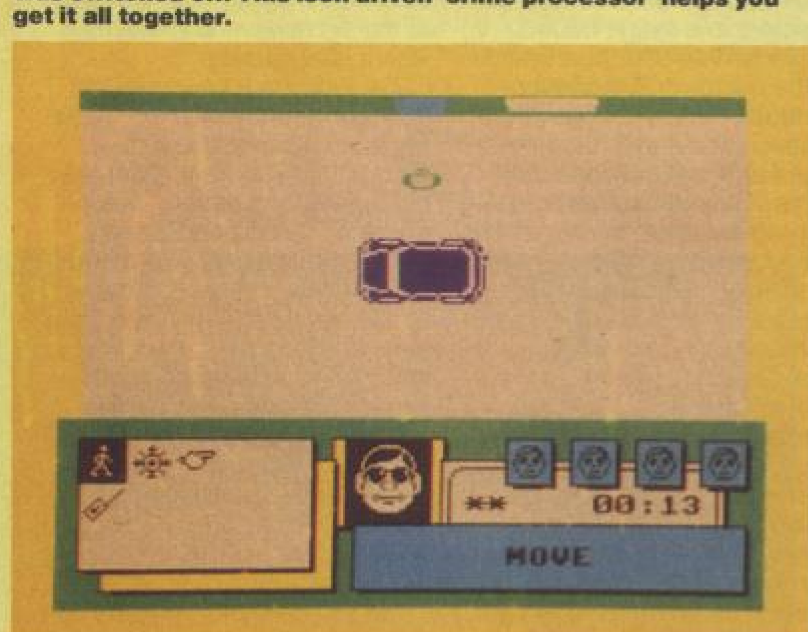
If you're into strategy, this game provides a unique challenge. I also reckon it's the most practical computer game I've ever seen. If you can make crime pay on this program, you could be well qualified for the real thing. In fact, it's so educational I wouldn't be surprised if there was some sort of moral backlash against it. But don't let that stop you. If you like thinking games, you'd be criminal to miss this one.



A good gangster's nothing without a good gang and hired help doesn't come cheap. But luckily SWAG is the Job Centre for shady characters looking for a 'job'... knoworrimean, John?! Still, if you rethink your plans, you can always sack them again, until you're confident that you've got the ideal team.



The main part of *TSAM* is planning the raid. Be prepared for a bit of hard work if you're to synchronise the efforts of a crack group of cat-burglars. After all, you wouldn't want them tripping over each other, or opening the safe before its alarm was switched off. This icon driven 'crime processor' helps you get it all together.



On the job at last. Inside, your cronies are hard at work blowing that safe. Meanwhile you've got your eyes peeled for prowling pandas, and I don't mean-Chi-Chi. Watch that clock too, because there are some jobs where you can't afford to get behind schedule. If you all make it back to the car then it's off to your fence to rake up a neat little tax free profit.

Graphics
Playability
Value for Money
Addictiveness
9



Classic arcade action with this all time coin-op favourite.

Outwit the giant gorilla and save the girl in this historic rescue. Mario is armed with only his wits and his trusty hammer as he climbs the girders in down town New York. Multiple screens and fast moving action, dodge boards, fireballs and much much more. In the final screen remove the rivets in the structure to finally bring the beast crashing down.

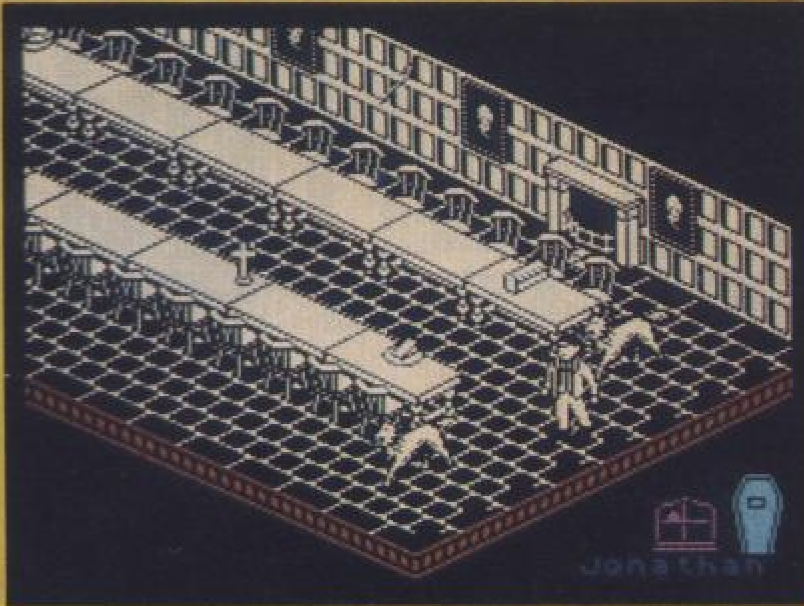
Screen shots taken from various computer formats

SPECTRUM 7·95 EACH SPECTRUM

COMMODORE 8·95 EACH AMSTRAD

ocean

Ocean Software Limited 6 Central Street Manchester M2 5NS
Telephone: 061 832 6633 Telex: 669977



There's food on that there table and from the look of the coffin in the corner (it indicates your energy), you're in need of a quick face-feeding. You'll have to be quick to dodge the dogs though. One tip: check the walls and you may find a weapon to keep the bats at bay. I'd tell you what it is but I'm sword to secrecy.



The situation's grave. Lucy's wandered off to the local cemetary though most of the inhabitants have chucked off the clay bedclothes and gone in search of a Bloody Mary, or Susan or...

NOSFERATU

YOUR SINCLAIR MEGAGAME

Piranha/£9.95

Tommy I'm gonna stick my neck out right at the start. *Nosferatu* is one of those meaty games that you'll be dying to sink your teeth into as soon as it's loaded. For me, it was love at first bite. I was out for the Count!

You may have sussed by now that Nosferatu can also be found in the phone book under the alternative names of Vlad the Impaler or Count Dracula. (Phone after sunset or you'll just get his answering machine). Having exhausted the Transylvanian blood banks he's now on the prowl for new donors further afield. That's why Jonathan Harker, estate agent, has just flogged him a new des res with all mod cons in his home town. Only to discover too late that the new inhabitant won't be frequenting the local Berni. Not too keen on stakes is our Drac!

The game begins in Nosferatu's castle. Jonathan has to escape to warn the townspeople of their new neighbour before he can make suckers of them all. But how? Where? The castle's large and you must explore all the rooms picking up objects that'll help you reach the elusive exit. You've probably guessed by now that it's an idea to start mapping as you go, if you don't want to keep ending up in an oak-wood box.

Fairlight's the game that sprang immediately to mind while I was playing this bit. It's not just the 3D graphics and the black-out as you move between screens (much quicker than in *Fairlight* though) but the gameplay too. It's not that hard to stay alive, though dodging the killer bats is a touch tricky, and there's a plethora of interconnecting rooms to explore. There are secret sections and a whole cellar to the castle which stays in total darkness until you discover a way of lighting the lamp. And as your energy depletes you must tuck into the food you find — though garlic bread's probably not on the menu. Oh, and one nice touch — drink a bottle of the local homebrew (Bull's Blood?) and then try walking in a straight line.

There's a whole game in this first section alone, but when you've made it out of the castle, you've still hardly started. Load in the next part and start exploring the town. Now though, you're no longer alone. You can toggle between two other characters, Jonathan's wife, Lucy and her brother-in-law, van Helsing, as well as plugging on with Jonathan. Once again, making a map is vital — and more difficult. The town is plagued with rats and most of the inhabitants you meet have already had a necking session with Nosferatu. You can keep them at bay with bunches of garlic but to get to the heart of their matter you'll need to find a way of making wooden stakes.

Your main task, though, is to keep Lucy safe. She's your only hope in the final confrontation with the vampire — only a woman pure of heart who is willing to stay with Drac till dawn can overcome his power. (We put T'zer forward for the job but unfortunately she declined — something about spending the whole day in the same room as the Ed being punishment enough!)

Fangs to the programmers, Design Design, the game's full of neat touches. The screens are packed with detail including, strangely enough, a rather large number of bathrooms in Drac's pad. And as night falls, the screens change colour and all is bathed in gloom.

If you were a fan of *Fairlight* and *Movie*, you're in for a bl••dy good time this Chrimble. If you've never seen either of them, try *Nosferatu*.

Graphics
Playability
Value for Money
Addictiveness

9

MIAMI VICE

Ocean/£7.95

Pete Way back in the September issue of *YS*, roving (raving?) reporter Tommy Nash dug the dirt in Florida and brought us the low-down on this game in his mega preview. Strangely enough for *YS*, most of what he said was correct, which doesn't exactly leave me a lot to say.

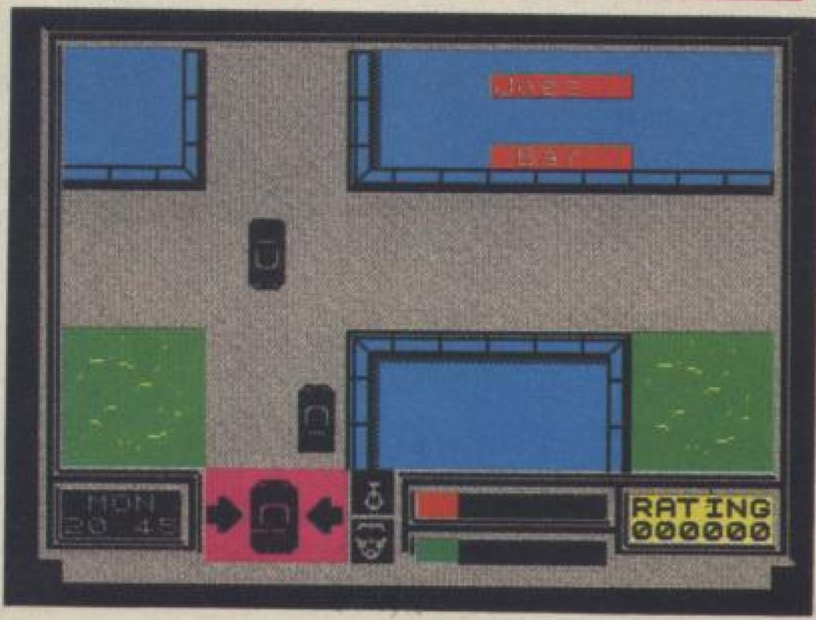
For the benefit of those who missed Tom's pearls, the plot is based roughly around the exploits of one Mr 'J', an old-time gangster who's smartened up his image and gained some influential friends. Mr 'J' has got himself involved in a $1M contraband deal which is due to hit town on Thursday morning. Well, the play starts at midnight on Sunday and your only clues come from the dealers in the various bars and hotels around the city who need to be squeezed ever-so-gently at gunpoint. If you can get enough information together without being shot, smashed up or caught without a decent tailor then you must find Mr 'J' before midday Thursday and bust the contraband operation.

Most of the action happens on the road, and being close to the original TV series you'll notice that your car doesn't tend to last more than two minutes at a time before it crashes into a fire hydrant, collides with another car or flies into the foyer of the Grand Metro Hotel. However, if you can manage to get to grips with the ins and outs of the driving game then you'll be able to progress to the 'Frankie goes to Florida' mode inside the buildings. Within the bars and flea pits of Miami you'll find those $10 wrap men who lead you to the bigger fish and better information. You can take the crooks in for questioning at City Hall if you want to pound info from a suspect while still on the road — the result of the interrogation is displayed at the bottom of the screen.

An all-important factor in this game is timing. Your captain has supplied you with a probable list of all Monday's meetings between the hoods of Florida. If you want to get the crook to flee, leaving the drugs behind, then you must arrive just as the meeting is scheduled to begin. If you want to disturb a meeting and pull the crook in for questioning then you have to arrive about five minutes after it's started. If you're after a little violence on the strees with the crook's car then turning up in the vicinity anything between eight and twelve minutes after the start could get you your goal.

The only complaint I can find with the whole game is the terrible attribute problems in Frankie mode. The whole picture goes to pieces simply by walking next to a vase of flowers. Other than that *Miami Vice* is everthing you could want in a game. Gratuitous violence, fast moving graphics and not too much of a plot to get in the way. Now that I've seen it I've been gripped by *Miami Vice*, and I've even made an appointment at the tailors!

Graphics / Playability / Value for Money / Addictiveness — 8



THE HAPPI[EST DAYS] OF YOU[R LIFE]

Firebird/£1.99

Rachael Nowadays, if a game isn't Willy, it's Wally, though to be accurate this one is more Billy! Billy Bunter, that is, because it combines the *Skool Daze* setting with Wally Week-style gameplay.

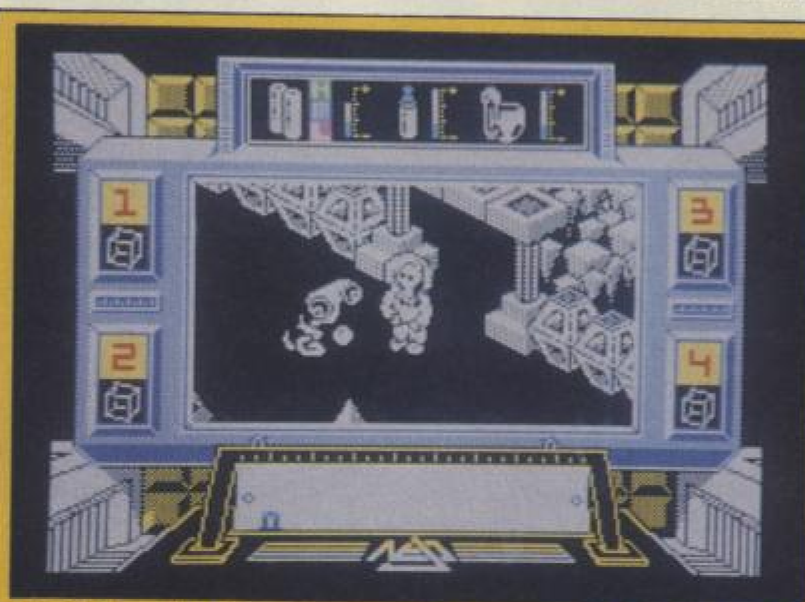
Happiest Days Of Your Life though? Yarroo! Not for me. The mere thought of school brings me out in an allergy rash. My only memory of the place is unremitting agony.

They pulled my hair. They called me names. They set fire to my duffle coat — while I was still wearing it. And that was just the teachers.

Glad to say this cheap and cheerful offering isn't that painful. Somebody's done their homework and studied previous arcade adventures, so it's quite a comprehensive effort... even if it is cribbed from other sources.

The headmaster's wallet has

PRODIGY



Electric Dreams/£7.95

Tommy How would you feel if you were made out of Synthiflesh™? Just one step up on the evolutionary scale from the inside of a Big Mac. Any moment you could be sliced up and have a limp bit of lettuce slapped on top of you. Well that's just how Solo the Syntheman feels. And that's why he wants to escape from the mechlabs of Wardlock, his creator.

Contrary to what you might think, even a synthetic man has feelings. When he saw that baby stranded in the factory (probably left by his mother on a tour. Tsk!) well, he just had to bring him along. Nejo, for that is the puckered little peanut's name, is but a toddler. He needs his mommy. He needs his bottle. He needs ka-ka and pee-pee (Yeurch!) In fact, he's pretty hopeless, but being the big synthisofty that he is, Solo can't ditch the poor snotty wretch. So as well as wrestling Wardlock's minions, he must root out bottles of cow'juice and assorted relief for Nejo. I dunno!

Solo needs infinite patience to solve the tyke's little problems . . . and so will you! Every time you fail to repel one of Big W's henchblobs and he bumps into you, you are flung, as if you were attached by synthielastic, back through the maze to your starting point. Phew. Très infuriating, non? And you snap back time after time after time . . . This constant failure to get anywhere should make it more addictive, eh? No, it flippin' well doesn't! After pinging back from whence you came for the fortieth or fiftieth time, your enthusiasm for getting baby Nejo home and dry is as dampened as his nappy. As for Solo's ineffectual armourments, well . . . if you've ever tried subduing big wobbly mutant opticians' nightmares with a ping pong ball gun, you'll know what I mean when I snort "forget it".

If it was a whisker easier to play, this could be a good arcade adventure. But it's not, making it just an infuriating chore of a game.

Graphics / Playability / Value for Money / Addictiveness — 6

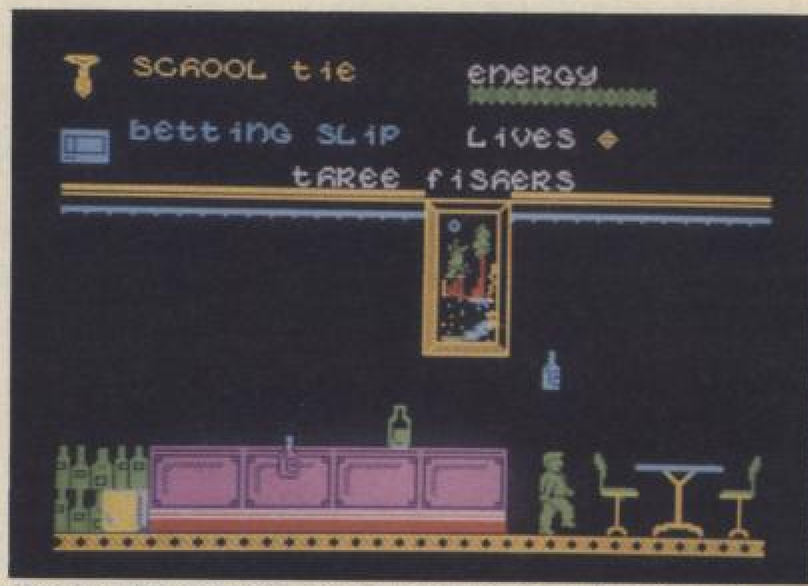
PIEST DAYS UR LIFE

gone missing, and it's up to you to prove your innocence. That's just the sort of plot that made Greyfriars so colourful. It means roaming all over the crumbling college, picking up and using various objects.

The puzzles shouldn't be too complex, even for the Fattest Owl of the Remove. But it's all quite witty and there are lots of locations, so it'll keep you occupied for a term or two.

There are no fellow pupils to interrupt your efforts, but the school is haunted by an unusual set of objects, such as flying chest expanders in the gym. The art master won't be too pleased with the attribute clash and apart from the opening screen, it looks like this pupil has skipped music class! My report is 'could try harder!'

Still, I've seen far worse, so if you're mourning the disappearance of one Wally Week from the world of games, you could do worse than enrolling for a testing time here, even if it hasn't got true class.



Hic! Cor, this is the life. I say, chaps, look here, I'm in the jolly old boozer... Ow! What's that, some little beggar just cracked me on the nut! A bottle? Golly, watch out for them, boys!

Graphics / Playability / Value for Money / Addictiveness — 6

THANATOS

YOUR SINCLAIR MEGAGAME

Durell/£9.95

Phil Dragons roll! (Er. . . shouldn't that be wagons?) Not in this adventure, bucko. You play the part of a v. green and mega scaly dragon, called Thanatos the Destroyer. You are in total conflict with the forces of the Underworld, and we ain't talking British Rail employees here. . .although they're pretty fierce. No sir, we mean real dribbling hordes of evil stuff. Nasty little goblins fresh from Mischa and Stephen's jokebook, killer bees from T'zer's bonnet (*Oi! T'zer*), falling rocks bigger than Ed's dandruff. . . (Smack!) You must find the beautiful Eros (wahay!) for she is the only one who can guide you to the book of spells and back to the magic cauldron. . .

Gosh, this is heady stuff, all this dragonlore. Sounds like a really drippy idea for a game, like maybe the Orpheus effort about fairies? No way, José! This is a truly original idea for an arcade game, and so well executed. The graphics are stunning, from the flight/walk/swim animation of the dragon, to the way the background moves in 3D — the objects in the foreground move faster than the objects in the background. Sounds simple, looks marvellous.

The only thing you must be very careful of is over-exerting your dragon. You can see his little heart pumping in one corner of the screen and if he looks to be heading for a rupture you must land and rest, or take the consequences. It's a race against time, but you must look after your dragon if you want to finish the course.

So, okay wiseguy, why is this game so much fun? Hmmm? I'll tell you. No other game lets you fly a dragon. No other game lets you fly along blasting the enemy with flames from your nostrils. It's an original premise but it would be nothing if it weren't so nicely done. The game just *oozes* atmosphere, and that's a quality all megagames have.

Graphics / Playability / Value for Money / Addictiveness — 9



Thanatos the Destroyer. Green and scaly, mean and moody, and the hottest breath this side of the Bombay Curry Centre. He's flapping across the ravaged landscape, ready to turn his death dealing nostrils on all comers. Down to the left is his heart, (boom bitty boom bitty boom) which you mustn't strain. Rest a while, every seven leagues or so, and gather your strength. The little funnel, to the right, is your fire reserves. Don't breathe on too many people, you might run out of puff.



Once more into the breach, dear dragons. Here we are in battle with a bunch of little blue foes. They're intending to spear you with their little spears, and one hundred and eighty you with their little arrows. . . worra nasty bunch of foes! On your back is the Sorceress Eros, whom you've rescued from the Castle, and at your feet is a foe that you've snatched up and squished. Heh heh heh. Now you can drop him on his chums for extra points.

THE GREAT ESCAPE

YOUR SINCLAIR MEGAGAME

Ocean/£7.95

Rick From the first moment when the jaunty tones of Colonel Bogey and other war toons waft from your Speccy, you know you're onto a winner. With *The Great Escape*, Ocean has come up with a Chrimbletide cracker. If not, you can spike me to the nearest barbed wire fence for my foolishness. (*It's a deal! Ed*).

It's a 3D escape strategy game that looks a little like *Fairlight* at first. It has a touch of the maze about it but you'll also need all your arcade skills — you have to be pretty nippy whizzing round camp avoiding the Jerry guards. Your task, in true Tommy style, is to make good your escape from the Colditz camp. Fortunately, there's more than one way to walk the wire — you can try tunnelling, snipping through the perimeter fence or just plain bribery and corruption.

But the real skills are in preparing for your big breakout. Camp life follows certain set routines: day break, roll call, breakfast, exercise. If you're not in attendance or you're caught out of bounds, your morale takes a tumble.



The flag on the side of the screen shows how healthy it is. It's your job literally to keep that flag flying. Exploring new parts of the camp, finding and hiding objects, such as money, poison, your passport and so on, will ensure you're not flying at half-mast for most of the game.

Finding the objects that are crucial to your completion of the game is best done in the times between the daily routines. So, it's worth studying the pattern of camp life so you know where and when to sneak off. If you leave your man to his own devices, he just melts back into the crowd and follows the flow of the other POWs. Of course, you haven't got a whole war to while away, but it's more patient gamesplayers who'll win out in the end.

Trouble is, even when you think you've sussed the guards' movements, those of the Commandant seem to be completely random. Just when you think you're on top and on your way to Blighty, it's Hände hoch, Engländer and you're marched off to the cooler.

As for the objects, it's vital that you have the right articles for your chosen tactic. It's no good tunnelling without the torch or confronting the guard dogs without the poison. They don't respond to cries of "Walkies".

The action all takes place on a smoothly scrolling screen that takes you round the perimeter wire, the grounds, huts, exercise yard, tunnels and castle. And although the main screen area is black and white to get round programming limitations, this is cunningly turned into a bonus. At night, it gives the camp an eerie moonlit gloom, broken only by the violent splash of a roaming searchlight. And when you're tunnelling it's positively claustrophobic — remember Bronson in the film?

My merest quibbles are that all the prisoners, including our hero, look identical. Must confuse Fritz at roll call, what? No wonder Albert R.N. got away with it! Plus there's no team work option — no vaulting horse tactics possible here. Mind you, a few of your fellow prisoners are open to a bit of bribery if you want them to set up a diversion.

The Great Escape is a well presented, gently humorous, tense and brain teasing winner. Don't let this scorcher escape your clutches.

Graphics / Playability / Value for Money / Addictiveness — 9

IT'S A KNOCKOUT

Ocean/£7.95

Phil It's a scream! It's a cracker! It's a holler! It's ten years late! Yipee! Yahoo! Y... Ahem. Ah yes, I remember It's A Knockout.

Many's the time I sat, as a spotty little kid, chomping my way through a box of choccies (hence the spots), watching this Chinese water torture. Jeux Sans Taste was an endless parade of people battering themselves, slipping down greasy poles, catching pneumonia, and all this whilst suffering the humiliation of wearing a 'funny' animal suit in front of millions of viewers. It's a bit like being punished for some heinous misdeed, which is also the effect it always had on me as a viewer.

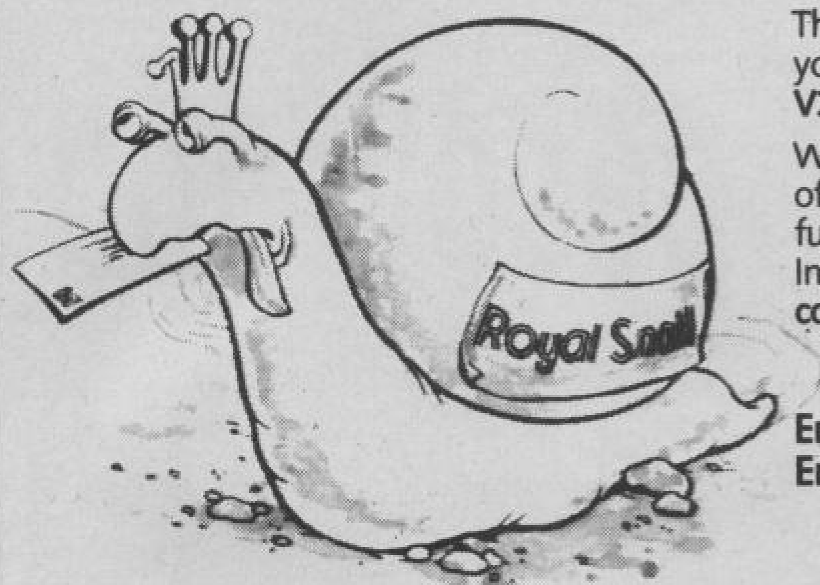
Now the powers that be have turned this embarrassing spectacle into a pair of spectacles; now you can embarrass yourself without getting wet in your own front room. Well, I suppose it beats being tied to a sixty foot inflatable elephant with an elastic rope... though only just.

It's A Knockout is a hastily crafted grab bag of arbitrary games, proving that the only frontiers that the games are without are those of taste, sense and playability. The Bronte Bash is a boring and repetitive waste of time. Harlem Hoppers is a game where you catch balls being rolled down a camel's back, so why it's called Harlem Hoppers beats me. Titanic Drop is a wacky game of falling in the water. Obstacle Race is *Daley Thompson's Decathlon* without any control. Diet of Worms turns your Spectrum into one of those drinking bird novelties, and finally... yes, the old pie in the mush returns with Flying Flans. If you've ever had a custard pie in the face, you'll know just how unfunny having your nostrils full of shaving foam really is. About as unfunny as this game in fact.

It suffers mainly from cramming too many games into the computer's memory, each one having a paltry 8K to be stupid in. This is about as much use as a chocolate teapot.

Graphics / Playability / Value for Money / Addictiveness — 4





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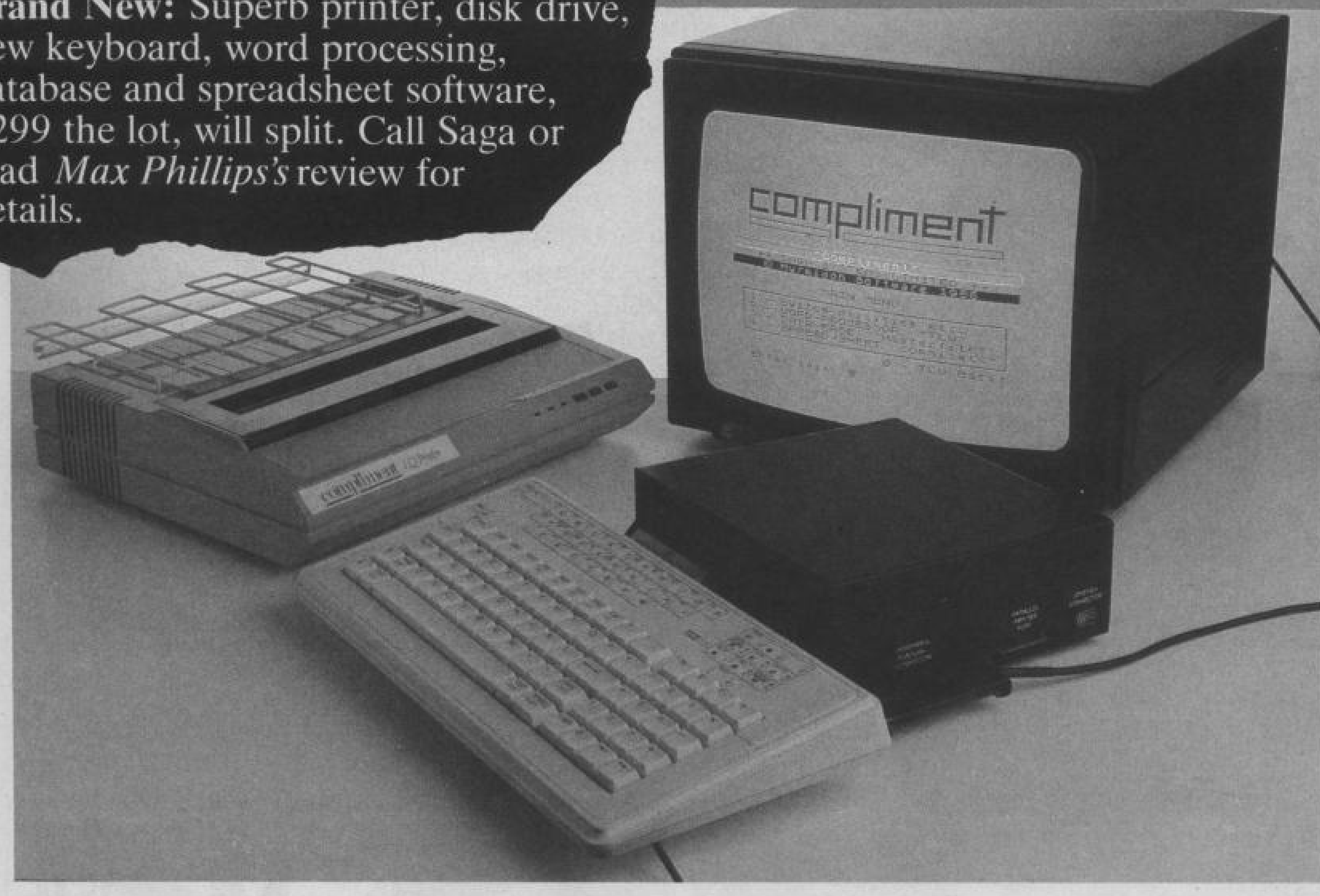
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Saga's always done its bit for the serious side of the Speccy — new keyboards, new printers, extension leads and so on. But the £300 Compliment system is a different kettle of add-ons altogether.

It's a complete system that lets you use your Speccy as an aid in business or in work. That means it's also almost everything you could want in an expanded Speccy if you're a programmer, artist or just want to be the biggest on your street.

No-one's really claiming it's all new. The Compliment is based on well known bits and pieces — only the printer and the Compliment menu software is really new — but no-one's put it all in one box before.

Neither is it dramatically cheaper than doing it yourself although it's a definite saving. The disk drive costs around £100 and the printer (or a similar one) around £200. Count the software and keyboard as free and you're onto a bargain.

The nice thing is having everything set up, stored on disk and ready to go when it arrives. The menu software saves you from fiddly commands and provides ways of setting everything up how you like — although all the application programs are different in the way they work. You've still got to plough through the original suppliers' manuals to get everything up and running.

The big reason for buying it whole is as a word processing machine... although you get a database and a spreadsheet they're not really the sort of programs you could run Sinclair Research on. Then again...

The Compliment will work on 48K, 128K and +2 Spectrums (if you remember to say which one you have) and Saga will sell you a better keyboard or leave some of the bits out if you've already got them. If you're lucky enough to have a +2, it's a good way to get the best from it.

Recommended? Yes, with my compliments.

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SAGA COMPLIMENT

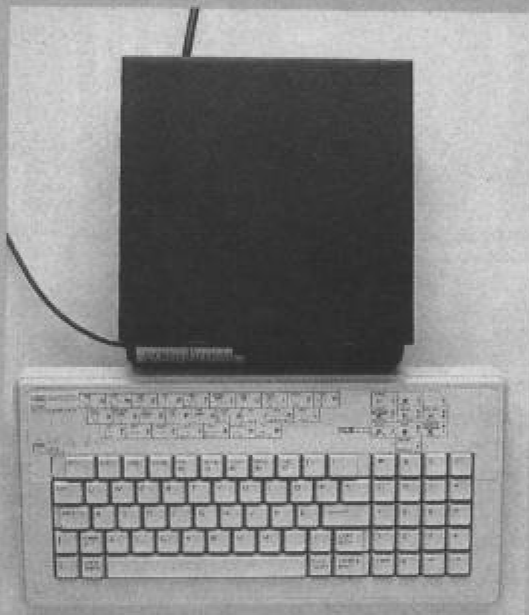
ALL KEYED UP

Got to look like a proper computer hasn't it? And you've got to admit that the Saga +2 does look a darn sight more proper than the Speccy's usual keyboard.

In some ways it's much nicer too, with separate punctuation symbols, an Extend-mode key, Delete and so on. But it's definitely not as good as some of Saga's other offerings — the layout is weird and few keywords and special characters are marked. You even have to hold CAPS SHIFT to use the cursor keys when you're using the word processor. But if you don't like it... you don't have to have it!

What A Discovery

The elegant black box to the top of the picture is a thinly disguised

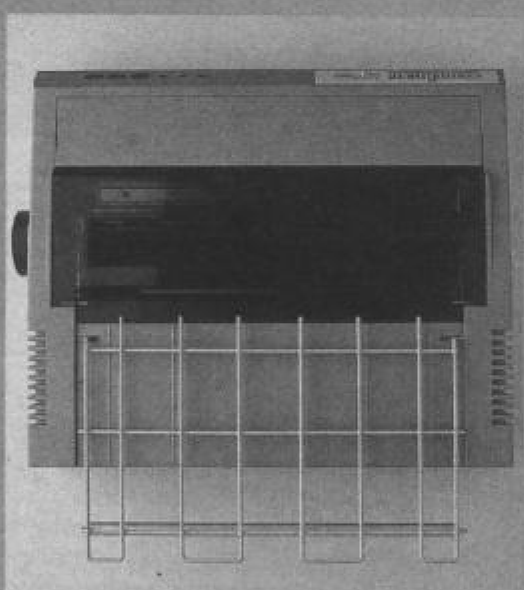


Opus Discovery — probably the most popular Spectrum disk drive. And rightly so. The unit contains a 256K 3.5-inch disk drive, parallel printer port, joystick port, video socket and a power supply for both itself and the Spectrum. An on/off switch is a useful bonus too.

It's neat, it's fast, it's reliable. And because it uses microdrive syntax to operate, it works straightaway with lots of software and isn't difficult to learn. The Compliment arrives with the Opus's own manuals and software — including the deadly useful TransExpress for copying your cassettes onto disk.

One thing that may be worth pursuing is that video socket — if you're going to be word processing for hours on end, even a cheapo monitor (about £80) is so much better than any TV you'll find.

PRINTER POWER



This is the real bargain in the Compliment system — a fancy little dot-matrix printer all ready to go. Although it's a bit delicate, it seems tough enough and offers a lot of goodies.

It's an Epson-compatible dot-matrix so it'll work with most software and can print at a claimed 150cps top whack. Slowing down, and going through its many type styles and modes, and you end up at an okay speed with print nice enough for letters, articles, projects and so on. If you've ever seen one of Uncle Alan's word processor things, it's much, much better than the printer that comes with that!

It'll do graphics too, and prints on both single sheets (letterheads and such) and fan-fold paper. One problem though — it can't feed A4 fan-fold which is a pain in the system variables if you're trying to print a project or something.

All in all, unless you want real typewriter quality (which will set you back £300 min) or you're completely equipment-mad, then you probably wouldn't want to put a better printer on your Speccy.

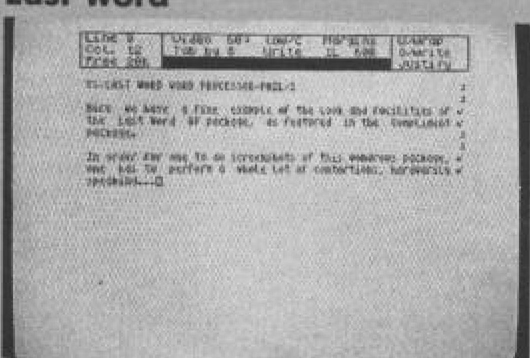
FISHING FOR COMPLIMENTS



Switch on, press RUN and ENTER and you're transported into a series of friendly menus. These let you do everything you might want to (including popping back to Basic) without having to enter anything you wouldn't want to explain to your granny.

PICKING A PACKAGE

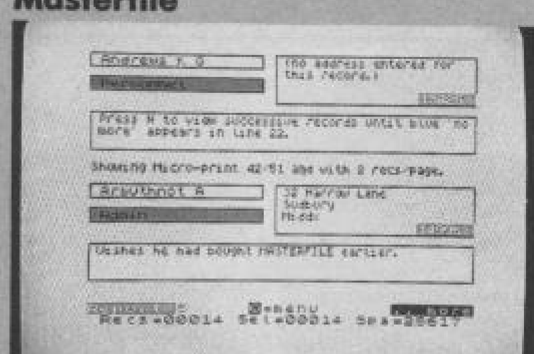
Last Word



Saga always has The Last Word...it's one of the new generation of Speccy word processors. It's notable for displaying up to an incredible 80 characters per line, superb printer control and the ability to control printing and documents with short Basic programs. It may not be as easy to use as some of its rivals but it can be a lot more flexible.

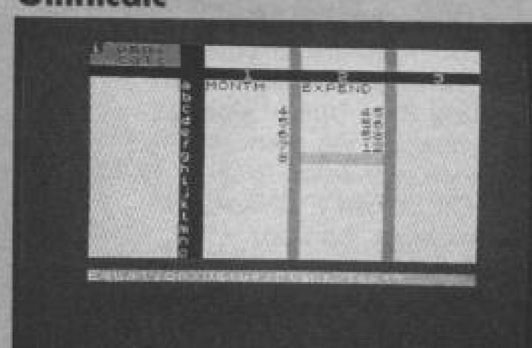
Since YS last reviewed it, it's gained a Tasword style self-tutor and a key defining ability — you can use this to generate fiddly and unusual symbols.

Masterfile



Good software... from Campbells. Masterfile has a reputation as the Speccy's best database program and provides flexible ways to store, locate, display and print your information. You're limited to what fits into the Speccy's memory (around 28K on a 48K machine) but that should be enough for mailing lists and the like to be mail-merged into letters being printed by The Last Word.

Omnicalc



Betcha ain't seen one of these for a while! Although spreadsheets can be incredibly useful programs (and they're not just for accountants), they've never really been a big thing on the Spectrum.

Saga claims Omnicalc is the best there is (although it admits it's a bit hard to work at first) and there's no reason to disagree. It lets you do balance sheets, forecasts and predictions as well as make light work of any maths thing that you've got to do over and over again. Sadly, Omnicalc data can't be moved into a TLW letter or report so it's probably the least valuable of the three packages.

HACKING AWAY

He's POKEing backwards for Christmas! *ZZKJ*'s hacking into more than the Christmas turkey!

Stone me, it's 1987 already! Well, that's what it says on the cover, anyway. I wonder what mega-mega-hack this year'll bring? 1985 was JSW II, 1986 was Elite, 1987 — who knows? We shall see...

REVOLUTION

Let's start with something you can really get your teeth into. An absolutely incredible, brilliant, amazing mini megahack for Vortex's Revolution from, you guessed it, yours truly — who else?

This hack program changes the game so that instead of being impossible to complete — it's now impossible not to complete. Just type in the program and SAVE it off for future use. To start it, just RUN it and play the game tape from the start. Most of the features speak for themselves, but to clarify — 'BLOCKS STAY ON' means that once you've turned a block white, it stays white, so you can complete the screen at your leisure. However, once you've turned on a block in one room, don't go and complete another room or the game'll get all confused and leave the block white, but think that it's off. 'INSTANT BOUNCE' alters the next bounce instead of waiting for a build-up when you change the amount of bounce you want. 'NO FLOOR BOUNCE CHANGERS' deactivates the floor sections that normally throw you around or bring you to a halt.

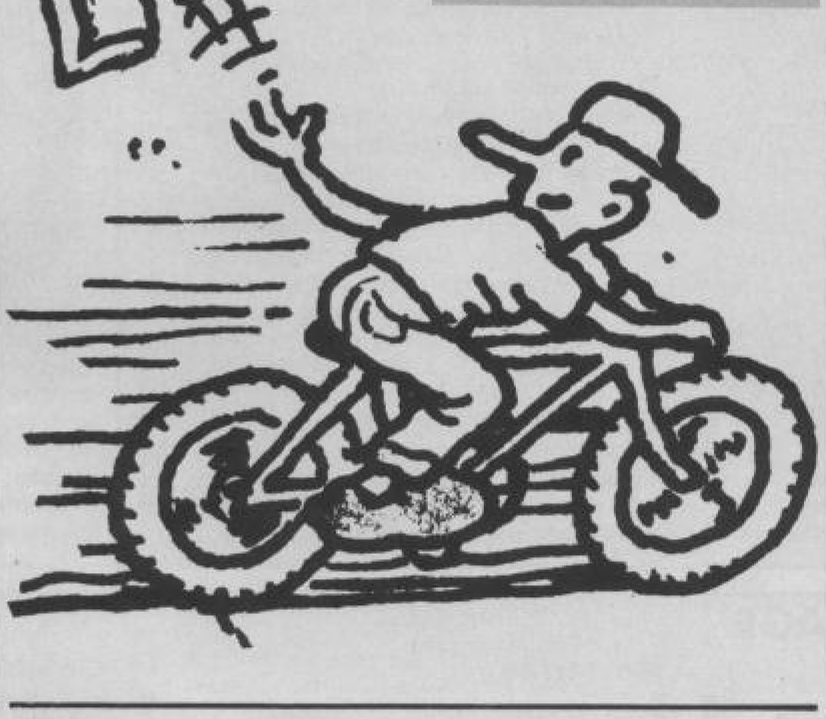
```
  10 REM REVOLUTION HACK
©ZZKJ 1/10/86
  20 CLEAR 65533: LET t=0
  30 FOR n=1 TO 133: READ
 a: POKE 23295+n,a: LET t
=t+n*a: NEXT n
  40 IF t<>1083557 THEN P
RINT "DATA ERROR": STOP
  50 FOR n=23429 TO 1e9:
READ a: IF a<999 THEN POK
E n,a: NEXT n
  60 POKE 23624,0: POKE 2
3693,0: CLS : RANDOMIZE 1
267+USR 23296
  70 DATA 118,205,162,45,
127,90,90,75,74,72,59,59,
225,17,36
  80 DATA 91,6,167,26,203
,65,40,3,134,24,1,174,18,
19,16
  90 DATA 243,35,13,242,1
3,91,195,95,109,72,143,20
2,126,102,169
 100 DATA 113,115,78,123,
100,175,102,212,98,44,73,
102,170,98,45
 110 DATA 73,111,168,169,
54,36,95,130,82,155,95,16
8,70,143,116
 120 DATA 85,199,127,212,
220,199,46,119,95,99,154,
127,248,52,143
 130 DATA 99,244,26,211,2
28,98,82,244,98,78,244,98
,58,244,98
 140 DATA 46,244,102,119,
130,102,154,98,122,154,10
2,99,98,131
 150 DATA 154,115,99,244,
95,0,61,146,214,168,117,9
,168,25
 160 DATA 98,129,220: REM
 INFINITE TIME
 170 DATA 98,111,170: REM
 BLOCKS STAY ON
 180 DATA 102,241,98,64,1
73: REM INFINITE LIVES
 190 DATA 95,52,220,146,1
,17,102,104,98,179,17,94,
98,146,182,17: REM INSTAN
T BOUNCE CHANGE
 200 DATA 95,124,45,146,1
66,9,102,159,98,106,9,94,
143.146,109
 210 DATA 9,35,98,148,20:
REM NO FLOOR BOUNCE CHAN
GERS (+200)
 220 DATA 102,119,98,247,
11,102,159,98.12,9,95,124
,45,146,23
 230 DATA 9,96,146,231,9:
 REM INVULNERABILITY (+22
0)
 240 DATA,117,250.1,999:
REM END
```

If the message 'DATA ERROR' occurs, then check the DATA as you'll have made a typing mistake. If you don't want a feature, just delete the line on which its DATA appears. However, for 'NO FLOOR BOUNCE CHANGERS' and 'INVULNERABILITY', you'll have to delete the DATA line before as well (this is indicated by the number of brackets after the POKE's comment).

PAPERBOY

How do you follow up a hack like that? Easy — by smashing into Elite's Paperboy.
Just type in the program, RUN it, and play the game tape from the start. If you don't want a feature, just delete the line on which it appears. The 'NO COLLISION DETECTION' POKE enables you to cycle through anything, so instead of throwing the papers at the houses, you can use the civilised British method of delivering papers by going and putting them through the letterbox. Of course, this does mean that you'll have to go over the grass, through the fences and so on!

```
  10 REM PAPER BOY HACK ©
ZZKJ 19/9/86
  20 CLEAR 64999: LOAD ""
CODE : FOR n=65312 TO 653
25: POKE n,PEEK (n-213):
NEXT n
  30 POKE 65083,32: POKE
65084,255
  40 FOR n=n TO 1e9: READ
 a: IF a<256 THEN POKE n,
a: NEXT n
  50 RANDOMIZE USR 65000
  60 DATA 175,50,111,192:
 REM INFINITE PAPERS
  70 DATA 62,190,50,145,1
97: REM INFINITE LIVES
  80 DATA 62,201,50,63,19
7: REM NO COLLISION DETEC
TION
  90 DATA 195,227,186,999
: REM DATA END
```



THRUST

***Andrew Brown** has sent in a little hack program for Firebird's Thrust and I have to admit, it's pretty good. By supplying POKEs for infinite lives and infinite fuel, he's made this extremely difficult game a bit easier!*

```
  10 REM THRUST HACK ©ABR
  20 CLEAR 65399: LOAD ""
CODE
  30 FOR n=65425 TO 65436
: READ a: POKE n,a: NEXT
n
  40 POKE 65428,153: REM
INFINITE LIVES
  50 POKE 65433,214: REM
INFINITE FUEL
  60 RANDOMIZE USR 65400
  70 DATA 175,50,51,0,62,
201,50.119,0,195,0,250
```

GLIDER RIDER

*Not wanting to settle for just one hack, **Andy**'s back with a short 'n' sweet hack for Quicksilva's Glider Rider.*
Not used to being a loser, I added a couple of extra lines to make it work with the 128K version. On either machine, just type in the program, RUN it, and play the game tape from the start. However, on the 128K Spectrum, you must be in 128K Basic mode or you won't get the awfully cute music. The sound really does turn a run-of-the-mill-with-a-slight-innovation game into an enjoyable little run around.

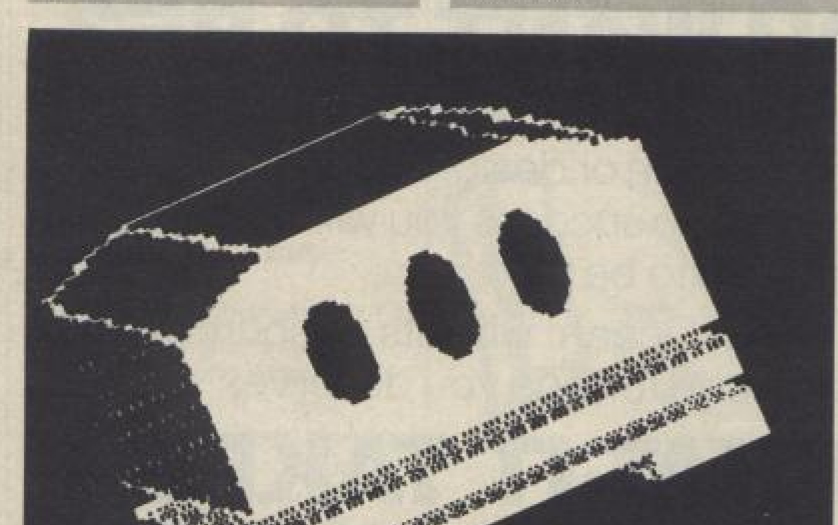
```
  10 REM GLIDER RIDER HAC
K (C) ABR
  20 CLEAR 24570: LOAD ""
SCREEN$ : LOAD ""CODE
  30 POKE 34391,0: REM IN
FINITE BOMBS
  40 POKE 34973,0: REM IN
FINITE ENERGY
  50 POKE 34818,0: REM IN
FINITE TIME
  60 POKE 37441,0: REM ST
OP LASERS FIRING
  70 RANDOMIZE USR 24579
  80 REM THE FOLLOWING LI
NES ARE ONLY NEEDED FOR 1
28K SPECTRUMS
  90 POKE 23888,17: LOAD
""CODE
 100 POKE 23888,20: LOAD
""CODE
 110 POKE 23888,16: PAUSE
 1: RANDOMIZE USR 24576
```

HACKING AWAY

ACTION REFLEX

It's* Andrew*'s turn again, making it 3-2, with his hack for Mirrorsoft's* Action Reflex. *Type it in, SAVE it off, RUN it, and if it doesn't say 'DATA ERROR', play the game tape from the start. Again, if you don't want a feature, just delete the line on which it appears.

```
  10 REM ACTION REFLEX HA
CK ©ABR
  20 CLEAR 27000: LET t=0
: FOR n=50000 TO 50037: R
EAD a: LET t=t+a: POKE n,
a: NEXT n
  30 IF t<>3900 THEN PRIN
T "DATA ERROR": STOP
  40 FOR n=n TO 1e9: READ
 a: IF a<999 THEN POKE n,
a: NEXT n
  50 PRINT "PLAY TAPE..."
: RANDOMIZE USR 50000
  60 DATA 221,33,203,92,1
7,41,2,175,214,1,205,86
  70 DATA 5,48,241,33,104
,195,34.185,93,195,127,93
,33
  80 DATA 118,195,17,53,9
1,1,50,0,237,176,195,0,91
  90 DATA 175,50,106,224:
 REM NO MISSILES
 100 DATA 62,24,50,11,199
,62,201,50,209,227: REM I
NFINITE TIME
 110 DATA 62,30,50,82,195
,175,50,42,218,50,237,221
,50,223,222: REM INFINITE
 KEYS, LIFEBELTS, ETC
 120 DATA 195,80,195,999:
 REM END
```



LAP OF THE GODS

To help give your toes some typing practise while your fingers are cooling off,* David Poulson *of Gravesend has sent in a quick POKE for Mastertronic's Lap Of The Gods. Just type it in, RUN it, and play the game tape from the start to stop your energy countdown. David says he's very pleased with his routine as it's his first attempt at hacking. All I can say is well done and keep it up! What about the rest of you?

```
  10 REM LAP OF THE UUDS
HACK ©DAVID POULSON 3/9/8
6
  20 CLEAR 28999: LOAD ""
CODE : POKE 47039,201: RA
NDOMIZE USR 47000
  30 POKE 53790,201: REM
NO ENERGY COUNTDOWN
  40 RANDOMIZE USR 57680
```

Well, I'm off to tuck into my Christmas pudding and cream. I hope you're off to write some amazing hacking routines — you never know, yours could be the megahack of 1987! Send your POKEs to ZZKJ, Hacking Away, Your Sinclair, 14 Rathbone Place, London W1P 1DE.



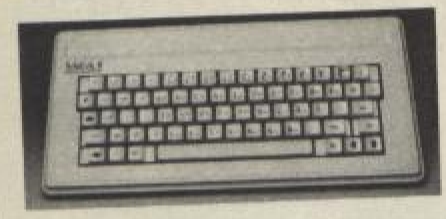


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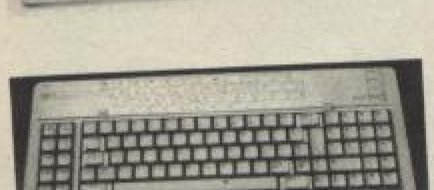
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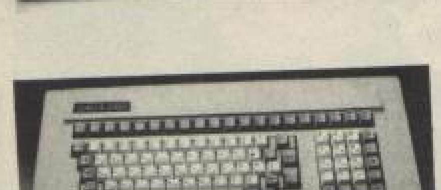
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APR **Games:** *Max Headroom* • *Skyfox* • *Lord Of The Rings.* **Features:** *Art Studio* — get the most out of it • 128 Review • *Dimmer Switch* — protection for your telly.

MAY **Games:** *Batman* • *The Planets.* **Features:** Micronet — communications explained • *Turbo Loader* — load more listings in less time • Interview — with the Elite programmers • Adventures — Mike Gerrard joins *YS*.

JUN **Games:** *Ghosts 'n' Goblins* • *Way Of The Tiger* • 128K Games — review round-up. **Features:** *SuperColour* — multi-coloured character squares • Hardware Bonanza — the latest Speccy add-ons • *Tasword III* — reviewed by Max Phillips.

JUL **Games:** *Rock 'n' Wrestle* • *Heavy On The Magick.* **Features:** Music Hardware — make music with your Speccy • Saga 2001 Keyboard • Interview — with Greg Follis and Royston Carter of Gargoyle.

AUG **Games:** *Paperboy* • *Pyracurse* • *The Price Of Magik.* **Features:** Hardware Special — get the most for your money • *Animator 1* — draw your own conclusions • *Speech Melba* — speech synthesis on your Speccy.

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George Mackenzie of Dundee fancies his chances, but as it's only for winning the much-sought Manuel of the Month Award I'll forgive him this arrogance. For those who've just started reading this column, the Manuel Award goes to any adventurer who considers himself, or herself, absolutely useless and has never finished an adventure in their life. The type of person who can't even get *into* the Goblins' Dungeons, let alone get out of them. Is that you? It sounds like George, who complains that his son regularly beats him at *Match Point* and *Match Day*, and his only adventuring success is Part One of *Danger Mouse And The Black Forest Chateau*, and that was only with a lot of help. "I think my brain cells are now dying at an accelerated rate due to Guinness abuse," comments George.

We'll have no abuse in this column, Pure Genius or otherwise, so let's move on to more wholesome matters. Like **Alex Marsh** of **Essex**, who appeared in these sacred pages a few issues back and I had to decline his request to be El Supremo II, even though it would have meant I could call him the Billericay Balrog. Alex wrote back to say that since that starring role he's had many letters, met another Fergus McNeill freak, and even been offered a job, though as what he doesn't say. Can't be many vacancies for Balrogs in Billericay.

In the *GAC* versus *Quill* contest, one complaint about *GAC* is that it only allows you the one character set, so games look even more uniform than *Quill*'d efforts. Not any more they don't thanks to **Daniel Neades** and his copy of *YS MegaBasic*. What's Daniel been up to in his den at 8 Hopland Close, Longwell Green, Bristol BS15 6XB? First, he says, you need to obtain a character set and save it as a 768 byte file. With *YS MegaBasic* you could use the BBC or Amstrad character sets, which you should save as SAVE "BBC" CODE 48000,768 or SAVE "AMSTRAD" CODE 45000,768. Then reset the machine, type in the following program and save it so that it auto-runs at the start of a blank tape:

```
10 CLEAR USR "A"—768
20 LOAD "" CODE USR "A"—768
30 POKE 23606,88
40 POKE 23607,251
50 LOAD ""
```

Then all you do is save the character set that you want to use on the next part of the tape, followed by the runnable adventure and load the whole shebang. "Thanks for a great magazine", says Daniel. Thanks for a great tip, says I.

Allan Kerr of **Kilmarnock** likes the Ed's witty comments. What are you doing reading other magazines, Allan? He's written in to help those readers who've been puzzling over how to get Rabak's last name in *Heavy On The Magick*, and if you don't want to know the answer to this then GOTO NEXT PARAGRAPH. Firstly, Allan asked the straightforward question "Rabak, name", and was told "I am a dragon". So then he typed "Rabak, dragon", the response came "You are warm". The next step was obviously to try "Rabak, fire", but this only produced "I doubt it". Allan says this answer seemed so abrupt that he tried the exact opposite "Rabak, water", and he replied with "The shame of it" and disappeared.

Chris Jones wrote from **Formby** with questions on *The Hobbit, Heroes Of Karn, Eureka* and *Classic Adventure*, and as so many of you say you want more clues and more direct help in this column here's what I told Chris. To catch the plane at the end of *Eureka* you must have as much vigour as possible, then NUG ESU, NI PMUJ, TSAE NUR. To get into the boat to cross the Black River in *Hobbit* you simply TAOB OTNI BMILC (Chris had already EPOR EHT NWORHT and TI DELLUP).

In *Karn*, a good general rule is, if you can't do something yourself then try to get one of your heroic companions to do it for you. This does mean a lot of repetitive guesswork, and rather spoils the game for me. A lot of the problems are derived from those in *Colossal Cave*, so familiarity with that game helps. To



NTURES

deal with the spider: ERYL EHT SYALP RIDLAH. To sort out the falcon: TAB EHT HTIW TI SLLIK NEREB. The problem of the pirate: REGGAD EHT SESU MUIDAHK. In the Vast Hall: ETULF EHT YALP UOY DNA DNAW EHT SEVAW RATSI.

Chris also asks why the vending machine won't work in *Classic Adventure*. I've never played this game on principal, ever since reading that the 'author' claimed it to be an adaptation of the original *Colossal Cave Adventure*, except that several of the problems and routines have been changed. The infamous snake and bird double act for one. Also the vending machine, I believe. In the original you use the coins to buy batteries from the vending machine when your lamp runs out, but in the *Classic* version I think you'll find the coins are just treasure, and the vending machine is only decoration. Any *Classic* experts prepared to comment on that?

Geoff Ryder of **Macclesfield** asks how to deal with the curtain in *The Price Of Magik*. First you NOPAEW YNA HTIW NIATRUC TUC, then you KOOL to discover that you can now NAM GNOUY, TSEW OG.

Simon O'Hagan of 24 Littlebridge Road, Moneymore, Co Derry BT45 7XX asks for help on two adventures he's just bought, *Hampstead* and *Kentilla*. With *Kentilla* he commits the cardinal sin of just saying "I can't get anywhere", which doesn't enable me to help him much, though on *Hampstead* he's more specific and asks how to get through the industrial estate maze. I'll give the directions for this forwards: n-e-e-ne-e-e-ne-n-TAKE BRACKET-sw.

If any reader wrote to **Tom Frost** for help on *Eureka* and didn't receive a reply, Tom apologises but says he's lost the letter, so can you write again if you're still short of energy for catching the plane at the end. Tom's address is 61 Bailie Norrie Crescent, Montrose, Angus, Scotland DD10 9DT. To finish on a serious note, Tom sent me a copy of a letter he received from a Spainish *YS* reader in response to his *Kind Souls* appearance. The reader boasts about the 1,000 pirate programs he owns, and asks Tom to fill in a few gaps in his collection of adventures, in return for which Tom could have copies of any of the latest titles around, which this reader says he gets his hands on as they go on sale. Obviously Tom won't be replying and I hope other readers won't help encourage software piracy on a scale like this. Any letters I get along those lines will go straight in the bin!

● Just celebrating its first anniversary is yet another adventure fanzine, which I haven't seen before but wish I had. This one's called *The Questline Chronicles*, and I wonder how long it'll be before potential mags run out of adventurous-type names? 48 pages is the size of a typical 50p's worth, and that's not bad going. The one I've got in front of me includes tips on *The Fourth Protocol*, *System 15000* and *Lords Of Time*, maps of *Valhalla*, *Gremlins* and *Hampstead*, news and reviews, a crossword puzzle, letters, penpals and even adverts. The mag caters for arcade-adventures too, and is produced as part of the 'Questline' adventure club service. This is organised by Tony Treadwell and Jean Thorne from 34 Crossgates Ring Road, Leeds, West Yorkshire LS15 8RD (0532) 326087. Cost is £6 per year for 12 newsletters and six copies of the *Chronicle*, or 50p plus sae for a copy of the latest mag. Definitely on a par with the value-for-money offered by the likes of *Insight*, *The Guiding Light* and *The Adventurer's Handbook*.

● **Crusader Computing, another new name, has just released its first game, *Prehistoric Adventure*. Nothing prehistoric about the price, I notice, which is set at £9.95, but for that you get a well-documented game and a free full-colour large glossy poster of prehistoric pin-ups like Tyrannosaurus Rex (and his sister, Samantha). I also like the idea of the help sheets which are available free of charge to buyers of the game. You can have a hint, an easy clue or an outright solution to the problems facing you as Ohio, the brave adventurer. You must go in search of the Amaranth**



Fruit, which is needed by the Old Man at Stonehenge to help him make the Elixir of Eternal Youth. With luck and the Ed's co-operation (a tricky thing at the best of times) a review of *Prehistoric Adventure* might even appear next month.

● Richard Robinson of Plasma Touch tells me that his *GAC*'d Amstrad adventure, *The Experience*, will be published for the Spectrum by himself and not Players, and the review copy of that is due just too late for this issue. I've been puzzling over the Amstrad version myself, and found it very frustrating. I'm not sure if I love it or hate it. I got fed up of spending half an hour in the same location, just pushing things around and not having the faintest clue what was going on, but when I'd switched it off I very soon wanted to switch it back on again. A locked wardrobe, a tailor's dummy and vibrating walls are among the features of the room. And never mind those problems, I still haven't figured out what a Plasma Touch is, though I'm not sure I really want to know.

NEWS

Venture forth with Mike Gerrard

Illustrations: Chris Long

NEWS

From the indies to the biggies, and once upon a time they didn't come any bigger than Beyond, though it's been rather quiet of late. While the world awaits the final parts of the *Lords Of Midnight* trilogy, which looks like arriving by the turn of the century, Beyond has announced instead another Mike Singleton epic, *Dark Sceptre*. The sceptre itself is an ancient artefact that has naturally been nicked by the powers of evil, the barbarian northlanders, and has turned them into evil shadow lords. What a choker.

Enter the punter, who plays the role of a thane. Presumably if the Sceptre's made of gold and he eats it, it could be described as gilty but in thane (*Groan. Ed*). The game promises 4,000 screens, eight characters to control, 34 commands that can be given to each character, and spritely sprites almost half-a-screen high (so don't play it on a miniature TV or you might only see as far as their kneecaps.) It does sound pretty impressive, allowing you to watch the various characters you're controlling as they carry out your instructions, and it also boasts continuous 4-channel music. Yes, that is on the Spectrum version. Stop boggling your mind and check whether the game did actually come out at the end of October, as promised, at £9.95. Mind you, the press release doesn't say which October.

There isn't room to review every release that comes my way, so a quick mention here for Mastertronic's latest £1.99'er, Zzzz. I received a reader's solution before I'd even got the review copy. Wake up Mastertronic! And waking up is the aim of this adventure, where you fall asleep and enter a dream world, though how you can stay asleep with the noisy bleep that comes from each key-press I don't know. A not-too-bad graphic appears at the top of each screen, with icons down the side for those of you who can't spell long words like GET and EAST. It seems easier to me to type the command in, though, than fiddle with the cursor keys or joystick to move around the icons. The problems don't look too difficult, however, and your greatest puzzle might be figuring out what the game's actually called. On the cassette itself it's Zzz, down the side of the label, it's Zzzz, on the front it's Zzzzzzz and in the instructions it's Zzzzzz. And readers everywhere are by now going Zzzzzzz zzzzz. . .

I'd finished adventures and put my feet up when, aargh, I got a phone call from Henry Mueller of the Adventurers Club Ltd, explaining that the club was back and open for business as of 21st October, with a dossier due about 10 days after that. So by the time you read this if you're already a member of the club you should have received that dossier. Mr Mueller asked me to point out that he now owns the club, of which he was previously only an employee, and delays were due to the fact that the former owner wanted to close the club down whereas Henry wanted it to keep going. He also said that members won't lose out because of the interruption, as subscriptions cover 12 dossiers and not 12 months, and asked me what he could do to win back the confidence of existing and would-be members. I suggested he extend everyone's membership by one dossier, and he agreed that was a good idea. Would-be members will no doubt be dubious about joining the club, but I'll be giving it the chance to get back on its feet and will report in due course as to whether normal service has been resumed and it's offering the value for money that it did before the summer hiccup.

Even more last minute news .. Level 9 has signed up the Delta 4 mob to write a spoof adventure for it. Level 9 will be doing the distributing, and providing its adventure system for Delta 4 to use, but the subject of the spoof adventure remains a mystery for the moment. And will it name a new label on which to release the game . . . Delta-Level 13 perhaps? More details next month, I hope.

HEROES OF KARN

WARNING: A *YS* solution can seriously damage your adventure playing, so only read on if you really want to know.
(*Solution courtesy of James Elliott*)

Lizard Carry tinderbox and light gas
Frog Kiss frog to get Beren
Barrowight Kill him with bible
Guard Give him the money
Sword Get Beren to take sword
Bear Give it the honey
Song bird Get Beren to take it when carrying cage
Serpent Beren kills it with song bird
Istar Move bottle out of location and play flute
Wand Get Istar to take it for you
Scroll Get Istar to read it
Stars Enter Orion to be transported to cottage
Balrog Play flute, get Istar to wave wand
Dragon Kill with sword
Hall of Smoke Drop and open box to get ruby
Knight Kill knight with acid
Hydra Kill with spear
Gold key Carry mandolin before you take key
Clam Open with crowbar
Firegates Drink white potion
Ashes Water them
Witch Kill with bottle containing water
Tiny plant Water plant twice only
Bat Get Beren to kill bat with falcon
Spirit Get Istar to wave wand
Falcon Give meat to falcon then get Beren to take it
Vampire Kill with silver cross
Spider Get Haldir to play lyre
Chest Oil hinges and open chest to find Khadium
Carpet Take carpet to get jewelled key
Pirate Khadium kills him with dagger
Sandy beach Dig with shovel to get emerald
Map Get Istar to read it
Jade flower Drop pillow then play flute
Anton Give him the mirror and then the silver coin
Black potion Deadly
Gates Use appropriate key to open gates
To finish game Go back to cottage with four heroes, pearl, ruby, emerald, sapphire, jade flower and diamond.





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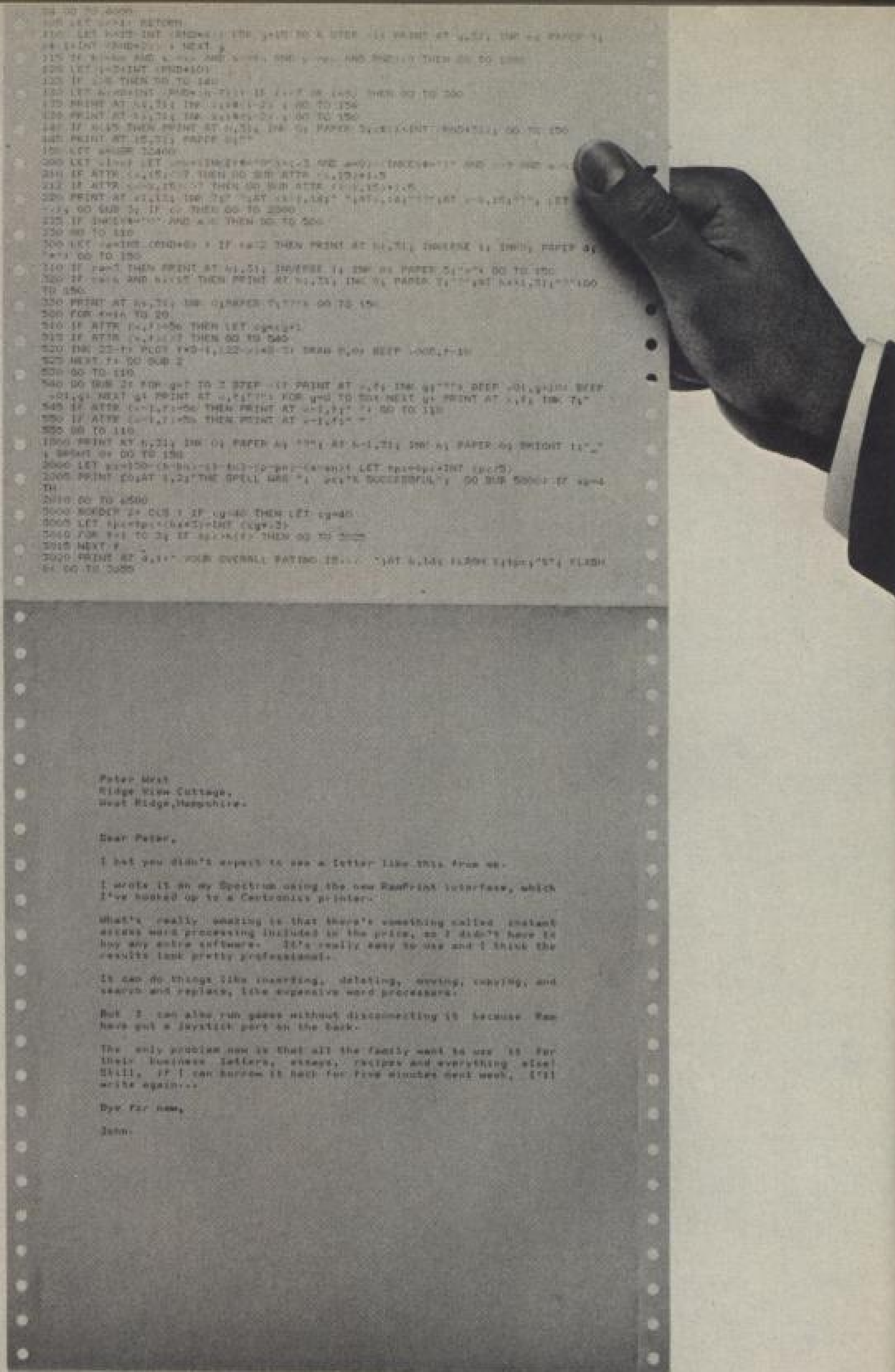
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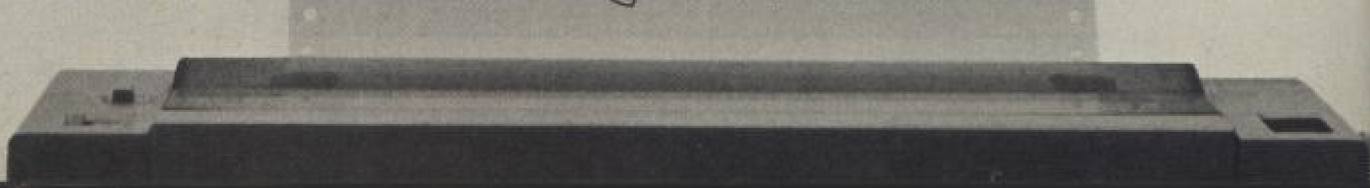
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ADVENTURERS INTERNATIONAL

I've had a letter from the Crazy Goblins Band, which is nothing to do with music but a group of *D&D* freaks in Belgium, who'd be delighted to hear from any others in the area. Write to **Philippe Jacob**, 56 Chemin de Louvranges, 1300 Warre, Belgium. This merry band play adventures together, on the grounds that six brains are better than one, though they wouldn't say that if they saw the *YS* office staff. Anyway, the Crazy Goblins want to share some clues with *YS* readers. In *Red Moon*, to take the sword SEVOLG REHTAEL RAEW (kinky), and to get past the acid pool TI NI KLAHC PORD. In *Lord Of The Rings*, to enter Moria you should ROOD ENIMAXE when you arrive at the Gates, then EVOM ENO KCAB OG, then return and DNEIRF YAS and go through the door.

"I've been an arcade freak up until last month," says **Juan Carlos Terrasa** of Valencia in Spain, "when I discovered this new world of adventures, and now I'm completely hooked!" So hooked, in fact, that he's asking me questions about Artificial Intelligence and text compression techniques, and wondering when I'll publish a series of articles about how parsers work. Hang on a tick, Juan, or even two ticks. Not being a programmer, I can't offer such advice, but if any readers know of any books that might help Juan with his adventure programming, can they let me know or contact him direct at C/Alberique 39,38, 46008 Valencia, Spain. He's also interested in *The Quill*, but would obviously like to work towards writing his own adventures in Spanish.

Still on the Iberian peninsula (what other adventure column offers you information like this at no extra cost?), we have **Luis Miguel Rolo**, of Lisbon, an 18-year-old student. I won't repeat all the wonderful things that Luis says about *YS* in general and the adventure column in particular, but thanks for your offers of help, Luis, and I hope the solution sheets arrived okay. As for anything I might need from Portugal, well, how about a villa on the Algarve with a swimming pool and tennis court?

KIND SOULS

A *Kind Soul* with a difference is **Jimmy Clyde**, 8/8 Southhouse Square, Edinburgh, as he's written his own program of solutions and will give a copy to anyone who sends him a C15 tape and suitable sae (or maybe sajb would be better). The solutions are for *Lord Of The Rings, Subsunk, Hobbit, Urban Upstart, Eye Of Bain* and *Circus*, and there are also lots of tips for *Erik The Viking, Golden Apple, Sherlock* and *Ring Of Power* too.

More wretched Scotsmen . . . sorry, more kind-hearted Scots adventurers, this one being **Adam Cochrane**, 1 Westford, Ross-shire, Scotland IV10 0RY. Adam's offering aid on some toughies, such as the first two parts of *Lord Of The Rings, Hobbit, Sherlock* and *Fourth Protocol*. Your main problem may be reading Adam's handwriting though.

Let's come south, at least as far as Hull, where **Les Mitchell** resides at 10 Tavistock Street, Newland Avenue, Hull HV5 2LJ, and with him reside complete solutions to *Subsunk, Seabase Delta, El Dorado, Urban Upstart, Invincible Island* and both of the *Mafia Contract* adventures.

South a bit more and we arrive at 46 Park Lane, Knypersley, Stoke-on-Trent, Staffs ST8 7AU, the palatial home of **Mark Towner** — well it's in Park Lane, it must be palatial. Not everybody lives on a Monopoly board. Mark's happy to help hapless adventurers recover their hap on *Pirate Adventure, Secret Mission, Hobbit, Hulk, Spiderman, Twin Kingdom Valley, Circus, Shadowfire, Red Moon, Perseus And Andromeda, Fairlight, Arrow Of Death I, Final Mission, Mafia Contract I & II, Ten Little Indians, Bored Of The Rings, Time Machine, Gremlins, The Price Of Magik, Robin Of Sherwood, Seabase Delta, Subsunk* and most of *Wizard Of Akyrz*. Probably all of it by the time you read this.



Further south still (though I'll have to stop soon or I'll be in *Adventurers International* territory), and here's **David Piercy**, 34 Kingsmead Avenue, Tolworth, Surrey KT6 7PP. And your chance for help on *Hobbit, Ket Trilogy, Colditz* (the one from Phipps), *Greedy Gulch, Knight's Quest, Planet Of Death, Hampstead, The Fourth Protocol, The Pen And The Dark* and *Aural Sculpture*.

Frank McAuley is an adventurer of renown, 11 Renown Court to be exact, in Townparks North, Antrim BT42 4HT. His adventuring skills extend to being able to help on *Hobbit, Hulk, Spiderman, Witch's Cauldron, Heroes Of Karn, Subsunk, Bored Of The Rings, Gremlins, Terrormolinos, Urban Upstart, Robin Of Sherwood, The Golden Rose, The Quest* and *Forest At World's End*.

This month's bumper bundle, though, comes from **Richard Batey**, striking back for the Welsh *YS* contigent from 84 Sycamore Road South, Sebastopol, Pontypool, Gwent NP4 5AW. This Welsh wizard's waltzed his way through *Circus, Classic Adventure, Emerald Isle, Empire Of Karn, Escape From Palsar 7, Eye Of Bain, Fantasia Diamond, Forest At World's End, Gremlins, Helm, Heroes Of Karn, Hulk, Ket Trilogy, Lords Of Time, Mafia Contract I & II, Marie Celeste, Mordon's Quest, Neverending Story, Out Of The Shadows, Planet Of Death, Quest For The Holy Grail, Redhawk, Robin Of Sherwood, Seabase Delta, Ship Of Doom, Sorceror Of Claymorgue Castle, Special Operations, Subsunk, Valkyrie 17, Velnor's Lair* and *Warlord*. Richard's even put them in alphabetical order. Now there's neat.

LOST SOULS

At last a Scot who admits to being hopeless at adventures. Stand up and take a bow, **George 'Dod' Innes** of 32 Todhead Gardens, Altens, Aberdeen. He's had his freebie for *Robin Of Sherlock*, because he was 'getting nowhere fast', so now he should be able to get nowhere even faster. He was also having trouble catching Stripe in *Gremlins*, so I've told him to pull the plug on that one, but if he needs to do more can someone contact George?

Sue Taylor thinks she's an ageing newcomer to computing at 29, and wants to know how to hack and POKE. Printable suggestions to Sue at 31 Duke Street, Oswaldtwistle, Nr Accrington, Lancs BB5 3PN, and she's also keen to know how to wake Wally in *Pyjamarama* and deal with other arcade-adventures like *Batman, Fairlight, Atic Atac* and *Brian Bloodaxe*.

Stuck in *Claymorgue Castle* is, if I read his handwriting correctly, **Daniel Castle** of 4 Larch Walk, Heybridge, Maldon, Essex CM9 7TS. In fact he's stuck in two places, so he must be twins. One's in the room with the condemned staircase, and the other in the enchanted room.

Another **Daniel**, this one being a Donovan, at 35 Brookfield Avenue, Sutton, Surrey SM1 3QW. Despite calling me the Grim Reaper, I'll allow Daniel a plea for help on *Universal Hero*, especially as I've never heard of it. How to get past the red barrels, the fountains and the shimmering thingies. Something tells me this is not an adventure, but being of a generous disposition I shall hope someone out there can help him.

My permanent resident *Lost Soul*, **Ricardo Mapp**, is stuck this time in *Staff Of Zaranol* and *The Castle*, wondering how to find the nature of the curse in the former, and how to cross the chasm, get out of the maze and translate the morse code in the latter. Ricardo also tells me he's now bought a copy of *GAC* and is deep into writing something with it. Oh no, now he's going to be lost in his own adventures as well . . . I'd better close shop for this month before he writes again! (Good job he can take a joke).

THE STORY

How many adventures can you think of where the hero's a physics teacher? Well that's what you are in this version of Dick Francis's thriller. Jonathan Derry teaches at East Middlesex Comprehensive, but how he comes to be involved in the world of horse racing is not immediately obvious — unless you've read the book, of course. All you know is that somewhere in the game you gain possession of a set of cassette tapes, something to do with a lucrative betting system. Sort the rest out for yourself. Don't expect any help from your wife, either. When you start the game the phone's ringing, and when you go to answer it she snatches it off you and insists on taking the call herself. If you try to speak she tells you to button your lip, then when the call's finished she says, "We must go immediately to the Keithly's in Norwich. Donna has stolen someone's baby. They need our help." And off she goes. I thought she said "*We* must go"? Very impulsive these women. Mention a baby and they take leave of their senses, not to mention the room. (*Sexist beast! T'zer*). Oh well, maybe we can get on with the adventure in peace.

THE ADVENTURE GAME

After the hysterical departure of your wife, you examine the living room of your home in Northolt, and note the dust on the mantelpiece, not to mention the Enfield rifle. There are dirty dishes in the kitchen sink, and upstairs someone's forgotten to drain the bathwater.

What a pair of sluts you both are. Lying somewhere in the house is a cheque made out to cash for £150. You're going to need it as your dusty old Peugeot outside the front door is prone to breakdowns and eats up the petrol as if it were a Rolls.

The game is divided into areas you can walk round, and areas you must drive around. ENTER CAR and START CAR to get it going (I'll give you those commands for free) and STOP CAR to switch off the engine and get out again. A bit tedious when constantly repeated, especially if you've only driven two locations to find yourself outside the bank where you cash your cheque.

As you drive around Northolt, watch out for the deceptive road signs, and don't leave without polishing up your shooting skills at Bisley Rifle Range. Be sure you've got a tank full of petrol before setting off up the M25. Here you encounter the dubious joys of the M25/M11 interchange, and it was also about here I began to get fed up with the adventure's content — irritating problems rather than interesting ones. The programmers (The Ramjammers) see to it that you frequently run out of petrol which leaves you high and dry waiting for an AA man to turn up and tow you back to the garage. Then you have to SAY TO GARAGE HAND "FILL HER UP" and wait some more while he fills her up, or possibly ignores you if he's in that kind of mood. I suppose this is what's called Artificial Intelligence, though all it means is that you repeat your request till he agrees. Then off you go up the M25 again.

Tedious eh? Try this . . . The interchange is obviously meant to be a maze of routes. Except that it isn't. It's a single location, as you can see if you drop an object. Any movement N, S, E or W and you stay in the same place. Wait long enough (using up petrol all the time) and "You suddenly find a sign you recognise" and you're heading south on the M11. By this time you've discovered that if you're heading in a particular direction on the motorway, and you enter any other direction as a command, you crash the car for trying to drive in the wrong direction. And you know what that means. (Yep, AA man again, back to garage . . .) If you see the sign and are heading south, you crash if you enter WEST or NORTH, while SOUTH takes you back to the interchange location (I know because I left my canvas bag there), and EAST puts you on the M25 heading west back to Northolt. I won't reveal how you get out of this seemingly impossible maze, except to say that you must take the risk of crashing occasionally and experiment with all the directions. Given luck you'll find yourself heading towards Norwich, and maybe even outside the Keithly's home, whereupon you'll probably run out of petrol again and have to be taken back to your Northolt garage to fill up. A bit silly of the AA man when you're in Norwich, but it's at this point I began to think the whole game was a bit silly and wondered why I was wasting my time playing it. The graphics are quite nice, though.

PARSING COMMENTS

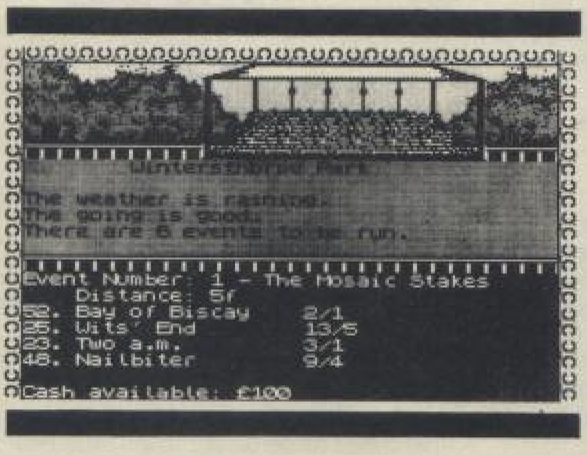
Twice Shy's got one of the poorest parsers I've seen in a long time. At the start when your wife answers the phone she tells you to "Be Quiet". If you then respond to the "Well?" prompt by typing BE QUIET you get "What do you mean by that?" I tried WAIT and got "Huh?" Then I tried LISTEN and was told "You have nothing at all." Not the best of starts.

The REDESCRIBE command is rather redundant as the location description is a permanent fixture anyway. Having found a canvas bag I typed PUT ALL IN BAG and this produced no response, but the prompt reappeared so I tried PUT PILLS IN BAG, and was told "OK." So then I laboriously typed the individual commands to put all the items in the bag, only to discover a few locations later that I was carrying nothing — PUT PILLS IN BAG is treated by this parser as DROP PILLS. In the kitchen there's a knife-rack, and examining it shows you a blunt knife. Having got his, I tried EXAMINE RACK again to see if anything else had appeared. There was a knife on it. GET KNIFE was rewarded with "It's not available" and I realised this was the knife I was actually carrying. If you ENTER CAR, you're told "You climb into your car" but type REDESCRIBE and you're outside your car again. And this is just the first half-dozen locations. Need I go on? (A question you might well ask yourself about *Twice Shy*.)

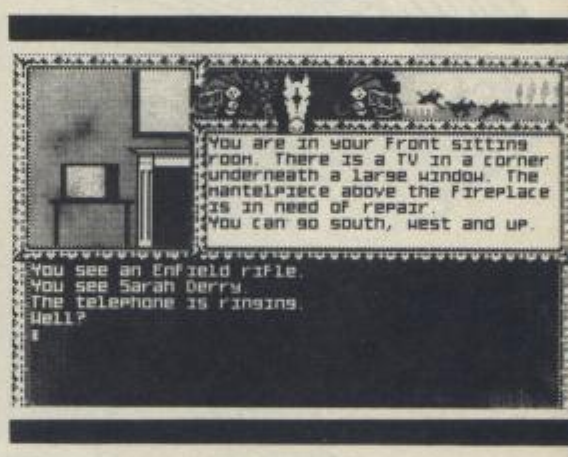
THE RACING GAME

Side two of the cassette contains a racing simulation, which you can either play independently or as a part of the adventure. If the latter, you load up the simulation and take into it whatever cash you happen to have accumulated in the adventure in the hope that you can pick a winner or two and boost your balance a wee bit to pay for all your repair and petrol bills. You can play the gee-gees for as long as you like, and whenever you're ready you load up the adventure again with the new improved (or more likely reduced) balance at your disposal.

How long you're likely to want to play the racing game remains to be seen, as it's a pretty tedious effort. There are six races, four horses per race, and with odds like 23/10 the accuracy of the simulation is pretty dubious. There's a guide to each horse, with useful bits of information like the going it prefers and its recent form. After looking at the distance of the race, the state of the course and so on, you simply place your bet or bets. Now sit back and watch while four horses move silently across the screen from right to left, and the winner's given. And that's it. Unfortunately you can't switch channels and watch the rugby league, so it's back to the adventure. Boring!



TWICE SHY



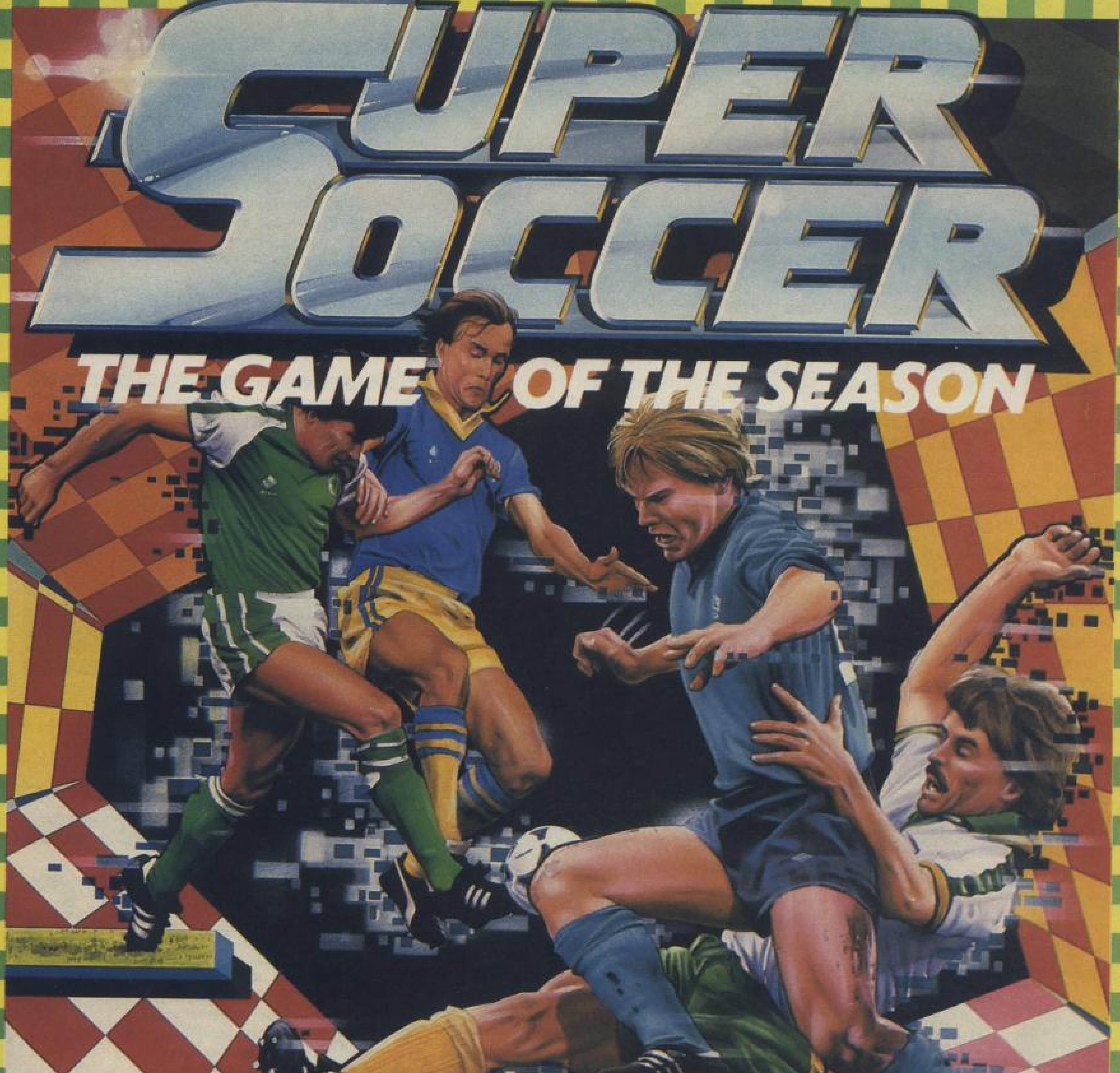
FAX BOX

Title	Twice Shy
Publisher	Mosaic
Price	£9.95



Graphics	■■■■■■■■□□□
Text	■■■■■□□□□□□
Value for Money	■■■■□□□□□□□
Personal Rating	■■■■■□□□□□□

5



We think Super Soccer is the best computer soccer simulator yet. Be Maradona on screen. You can dribble past opponents, slide tackle, make crosses, even attempt diving headers. But what makes this game outstanding in its own field is the control you can exercise over the ball. No other game allows you to control the strength of your sharp shooting and ball passing like Super Soccer does. What's more, when taking free kicks you can organise the whole team with the "full team positional play" feature.

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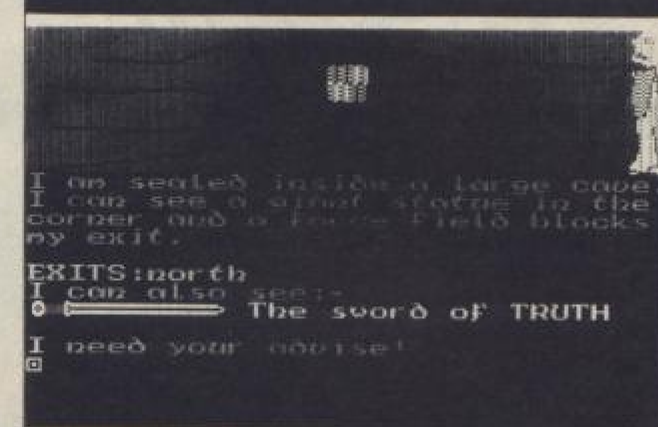
How good to see a home-grown product that's a cut above the average. And it's a pretty good advert for Spectrum utilities too, as it makes use of *The Quill, The Illustrator, The Patch, The Music Box*, and *The Art Studio*. The author obviously hopes to sell a few copies just to pay for that little lot!

And sell a few he deserves to, though I wasn't won over by the storyline. It begins like five million others: "Long ago, in the first age of the Ring Master, a Falcon staff fell into the hands of Drakon, the wizard of Valonia." Yes, well, never mind all that tosh, what do you want me to do? Get back the staff? Fair enough, squire, and shut up that reader who said 'You can't get the staff these days.'

'Beware the raven,' you're warned before you begin, and as well as the usual *Quill* commands you're told you can type VOCAB to see the words at your disposal. Within the memory limits set, the author's done his best to produce some reasonably lengthy text. And the graphics aren't too bad either; some of them have moving elements as well. I shall ignore the spelling mistakes and concentrate on the wealth of options in the first few locations. My map's already a maze of lines and a mass of notes and I've only just started. Should I do a running repair on the statue first and cause the cave to collapse, why have the dead body and arrow disappeared at the edge of the giant lake, and do I use the Life Spell to restore the dead rat in the pit or maybe try it on the body?

Spells are a feature of the game; the Life Spell is the first you find, and examination of this shows you that it can bring the dead back to life, except for Dragons. What about Orics, we wonder. The problem of the pit is quite neat. The walls close in on you and you only have a plank of wood that can prop them apart. This'll only work when the walls are close enough together, and even then it won't hold them for long! I didn't care for the Shadow Demon bumping me off unannounced, not without a RAM SAVE feature anyway, though clearly a source of light will sort him out when I find it. I think. What I don't think is that this adventure will keep the experts puzzling for too long, but a lot of thought has gone into it and it's definitely worth the price of admission.

Graphics
Text
Value for Money
Personal Rating
7



FAX BOX
Title: .... Demon From The Darkside
Publisher: Compass Software, 36 Globe Place, Norwich NR2 2SQ
Price: £2.50

JEWELS OF DARKNESS

"As he struggled to raise himself, a searing shaft of pain stabbed through his skull and set a deep throbbing thrumming in his temples. He was blinded by an angry vivid light though his eyes were closed, lids weighed down by a weariness that reached from the depths of his tortured body."

No, that's not your reviewer after two bottles of Armenian Beaujolais, but the opening words to the 43-page novella that accompanies this three-tape repackaging by Rainbird of the Level 9 Middle Earth trilogy of adventures: *Colossal Adventure, Adventure Quest* and *Dungeon Adventure*. Is there anyone out there who doesn't know that these hallowed text-only games are being given a new lease of life with added graphics, enhanced text and Level 9's latest wonder-system?

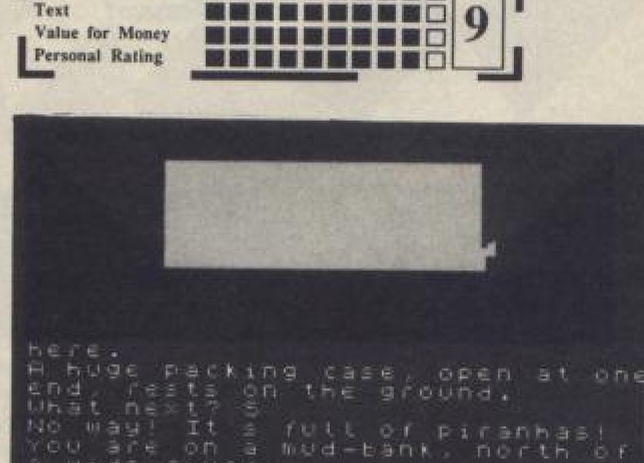
Is it worth the effort? Well if you haven't got any of the titles in your collection then this handsome packaging ensures you're getting a bargain at only a fiver per brilliant and devious adventure. Even if you already have them, it'll be hard to resist the shiny blue box and tempting art-work — the only people likely to show no interest are the clever-clogs that've solved all three already.

Our old friend the Lenslok falls out of the box when you open it, but don't give in to the temptation to crunch it underfoot as you'll need it part-way through each adventure and also each time you RESTORE. Other familiar features are the mix of versions on each tape, with 48K graphics or extended text options, while 128K owners get graphics *and* extended text, though the text didn't seem to have been expanded that much in the locations I looked at. Who needs it, though, as these are already brimming over with that lengthy purple prose.

Unfortunately they're also brimming with Level 9's love of purple graphics, and you might, like me, prefer to imagine rather than see places like the Hall of Mists. No OOPS or RAMSAVE in 48K versions, which is a shame, and I do delight in finding little faults in Level 9's alleged Infocom-busting parser: *'A huge clam is anchored firmly to the floor.'* GET CLAM. *'You can't see it.'* If you type the command CLIMB UP you get a double-response, such as *'You must be joking!' 'You must be joking!'* And after being killed and asked if I wished to be resurrected I typed RAMSAVE (I like being awkward), which produced the *'What now'* prompt. LOOK, I typed, to be told *'You are "this is your referee speaking. If you continue east, you will leave the game. OK?"'*

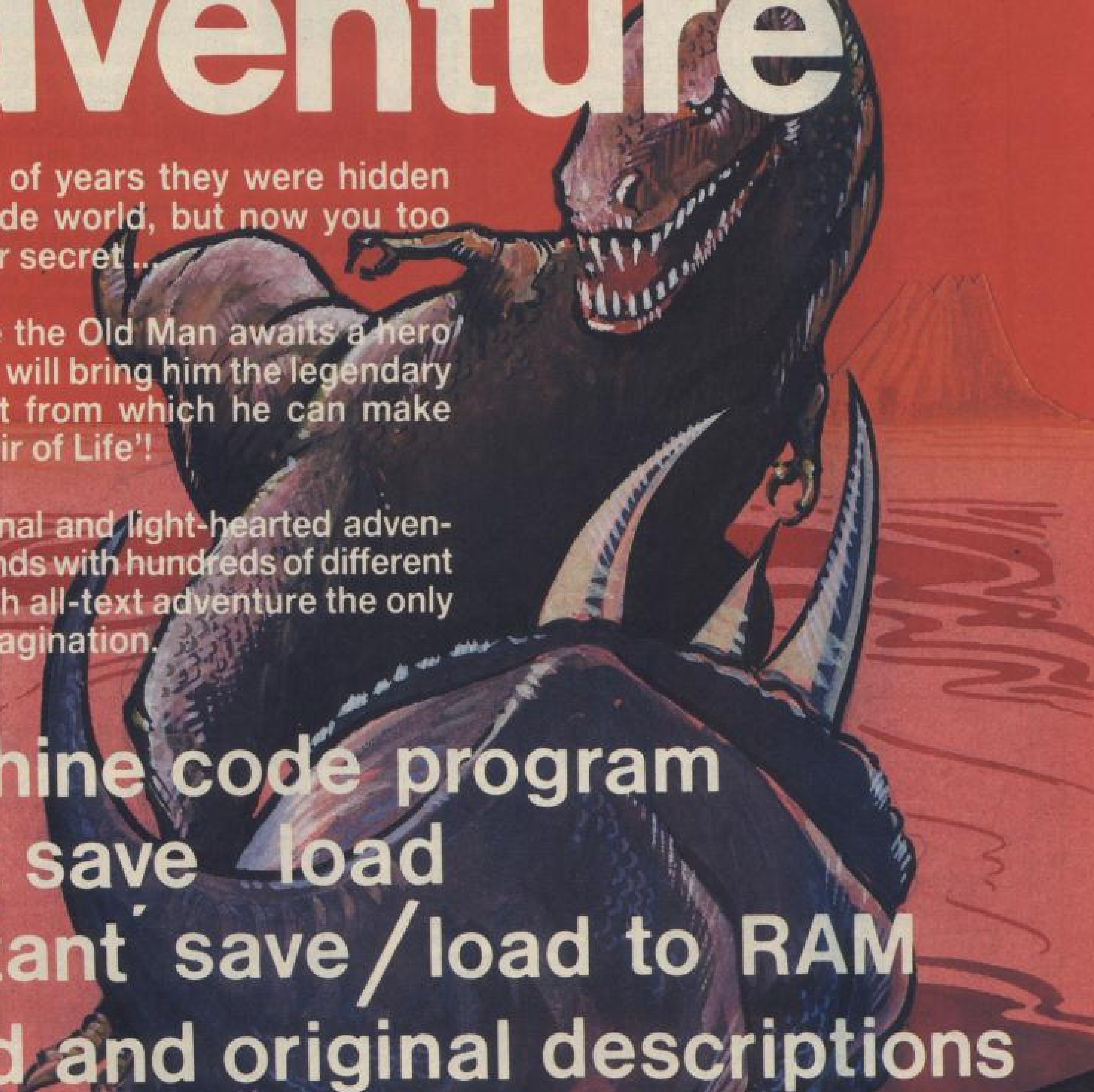
Despite little niggles, and I'm a great nit-picker, this is still a lovely package of three excellent and very extensive adventures, with *Dungeon Adventure* featuring in many people's list of all-time toughies. Never mind the storylines, just get on with bringing back treasures and vanquishing evil. A must for most Christmas lists.

Graphics
Text
Value for Money
Personal Rating
9



FAX BOX
Title .... Jewels of Darkness
Publisher .... Rainbird
Price £14.95

Prehistoric Adventure



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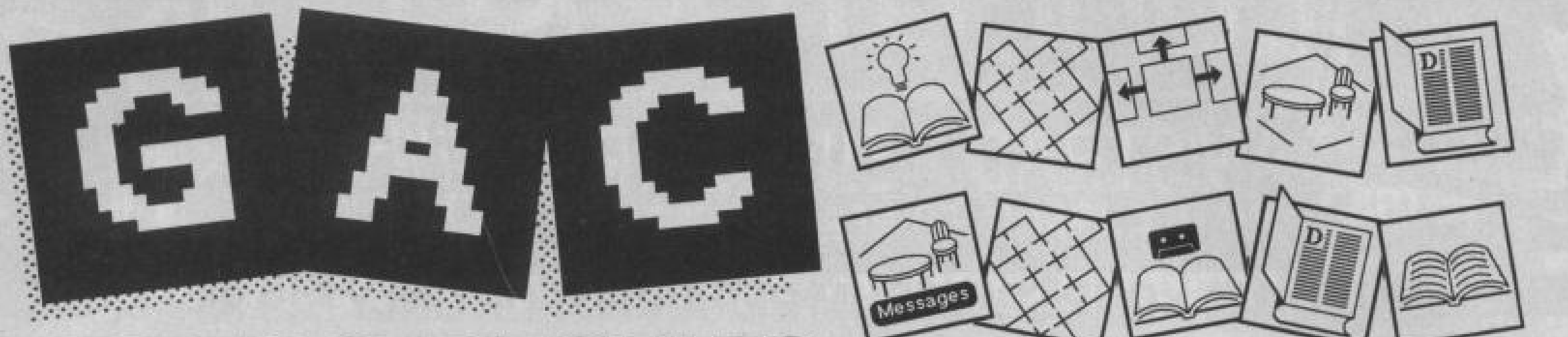
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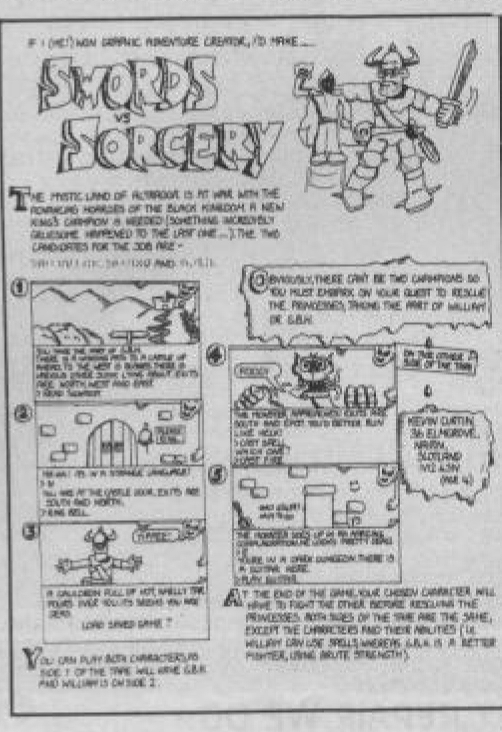
COMPO RESULTS

At long last it's time to unveil the result of our *GAC* Compo, which had a slightly longer deadline than usual to allow for the extra effort involved in preparing a storyline and sample screenshots for your adventure. This also allowed overseas readers time to send off their scenarios, and forking out for the air-mail stamps has paid off for some of them as there are a few *Adventurers International* among the winners. I only hope Incentive can afford the postage to places like Sweden and India.

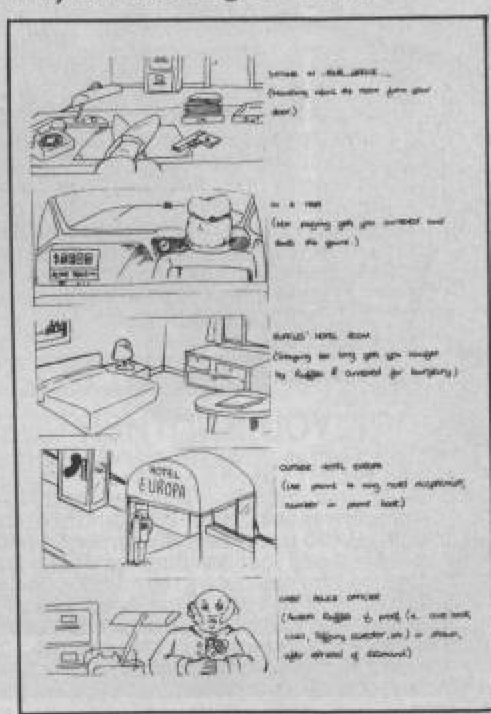
Finding the top 15 wasn't easy, and I was very impressed by the general standard of the entries. I was beginning to wish we had 100 *GAC*s to award, and those of you who didn't win should certainly think about buying a copy of *GAC* to turn your ideas into real adventures. About half the winners were obvious at once — I opened the envelope and said straightaway, "That's brilliant." Attractive art-work and presentation inevitably catches the eye, and most were thankfully backed up by good storylines. I hoped to find original ideas, so those who wrote adventures set in school or inside a Spectrum were up against it as there were dozens of those. I didn't interpret the rules too rigidly, but those who sent in no screen shots at all were obviously eliminated. I thought a *GAC* should be awarded for cheek to the reader who drew as one of his screenshots what would appear when he'd reset the Speccy as part of the swearword routine. Nice one, that man.

I've a pile of a few dozen near misses on my desk, and I wish there was room to mention them all, but then there'd be no space left for the winners, who are . . . (plays a fanfare on the comb and paper) . . . **Ted Eriksson** of Mullsjö, Sweden; **John Matthews** of Preston; **N Deaville** of Uttoxeter; **Jonathan Hallowell** of Prestbury; **Brian Holden** of London SW9; **Stuart Palmer** from a VG Stores near Chelmsford; **Kevin Curtin** of Nairn; **Tony Shopland** of Budleigh Salterton; **Oliver Roberts** of Farnham; **Feroze and Parvin Desai** of Bombay; **Sinan Unur** of Odense, Denmark; **Khalid Jamil** of Dollis Hill; **Mark Clynshaw** of Chard; **Howard Carlisle** of Horsforth and **Dean Steele** of Billericay. Let me see the adventures when you've finished.

Two of the winners display their (potential) adventuring talents...



The first comes from **Kevin Curtin** of Nairn, showing that a good old monster mashing, spell casting adventure can be a winner if it's well thought out and well drawn.



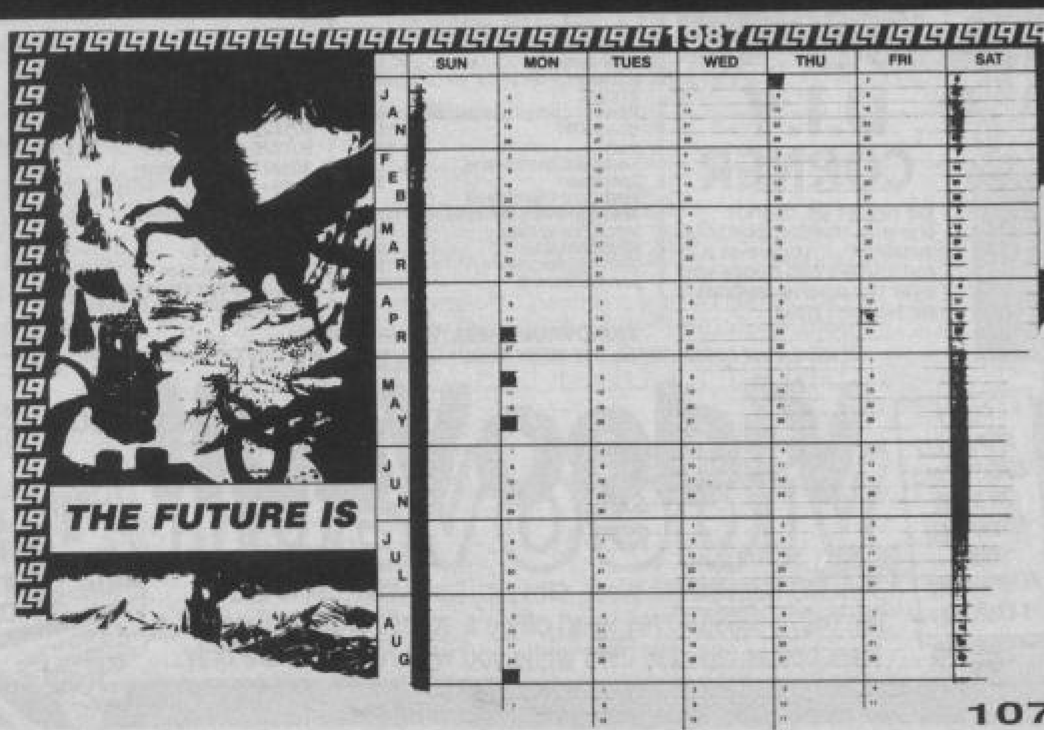
The second comes from **Oliver Roberts** of Farnham, who also included a rough story line with his five adventure scenes, so that I knew what he was planning in his story.

L9 COMPO

Do you forget your mum's birthday? Can't remember when YS next comes out? What you need is a 1987 Year Planner from Level 9! And guess what? We've got thirty of them up for grabs for the first thirty people who send in the right answer to this dead easy question.

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A FR

Take out a subscription to *YS* and you can have a Chrissie pressy that lasts the whole year through.

Christmas comes but once a year. Which is quite often enough, thank you very much. Just think of the last minute flail through the shops on Christmas Eve, nabbing everything still left on the shelves. There's the box of choccies with the ancient sell-by-date for Mum (tell her they're antiques — well, they were going for a song anyway), the odd socks (bri-nylon, one green, one yellow, that sort of odd) for Dad, the dried flowers (well, they was fresh this morning, luvvy!) for Auntie and the Shaking Stevens record for your sister even though she's into A-Ha (perhaps she won't notice you bought her the same one last year). Alternatively, you just buy them copies of the latest games and feign surprise when they aren't completely overwhelmed — then take them to your bedroom and binge.

Then there's the last minute wrapping. Shame you forgot to buy any paper. You could use back issues of The Sun — if only your mum hadn't run out of Andrex just as the shops closed.

There is an answer. (You were wondering what this was leading up to, weren't you?) A subscription to *YS* will solve all your problems. (Yes, even you, Worried of Wolverhampton!) Your mum can control her calories and feed her mind with **Future Shocks**, dad can stay footloose with **Frontlines**, Auntie can agonise over the latest reviews and Sis can watch the Brussels sprout. (*Do what! Ed*)

And don't worry about the wrapping. We'll do it for you. Each issue is sent perfectly packaged in a poly bag. Who could ask for anything more?

Well there is more. A free game from Ocean or Imagine worth up to £9.95. Which is one helluva lot more when you consider that a *YS* subscription only costs £15 for the whole year.

With a deal like this you may even want to take out a subscription of your own. Better still, persuade someone else to give you one for Christmas and you'll have a pressy that'll last right through till next December. That way you can play your new game right through the Sound Of Music and read **T'zers** when they chuck you off for the Queen's speech.

But don't hang about. There are less than blah blah gamesplaying days to Christmas. And there's no need to mug Santa — just fill in the form and send it off.

Your free game will be sent separately from your first copy of *YS*. We'll despatch them just as soon as they're ready but because these are all brand new games we can't put a date on when they'll arrive. Please be patient. You should still receive your copy before it's in the shops.

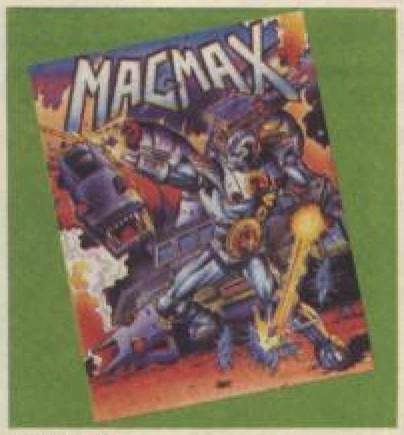
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2 If that fails, read them selections from Dicken's *A Christmas Carol*. Hint: walk with a limp and hand round humbugs.
3 Tell them that *Your Sinclair* is a business magazine about an entrepreneur who made a fortune on a range of home computers. Hint: leave out the bit about him blowing it all on an electric trike.
4 Tell them it makes economic sense to subscribe as there's no guarantee *YS* will remain at 95p for the next twelve months. Hint: there isn't, so it does.
5 Tell them if they buy you a *YS* sub for a Christmas present you won't want another Christmas pressy for at least another year. Hint: only use this ruse if you get them to throw in a *YS* T-shirt as well.
6 Marry into a rich family. Hint: if you're under 16, get yourself adopted by rich parents. If you're married already, you're probably beyond help!

EE GAME



Mag Max
Build yourself a robot then go berserk in battle against the alien hordes. Another great coin-op conversion from Imagine. **Worth £7.95**

THE FAMOUS FIVE

This month we're offering you the pick of the top Christmas games. Not old games that were worn to a frazzle last Christmas. Not games that you'd be embarrassed to own, let alone play. New games. And all of them nigh on guaranteed to be in the charts over Christmas. Games that are already high on your Christmas shopping list. Except now you can choose one of them for free when you subscribe to *YS*.

Have we been overcome by the spirit of Christmas you ask? Well stop asking stupid questions and pass the bottle. Hic!

PICK A GAME. ANY GAME. WORTH UP TO £9.95. YOURS FOR FREE!



Double Take
Another brilliant game from Denton Designs. You move between two worlds on the split screen display but you won't be in two minds about choosing this one. **Worth £7.95**



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Five smash hit arcade classics brought together for the first time on one tape — *Green Beret, Hypersports, Mikie, Yie Ar Kung-Fu* and *Ping Pong*. Fantastic value at full price but for free . . .!"%$! **Worth £9.95**



Cobra
Fast arcade action from the same programmer who brought you *Green Beret* and *Mikie*. Look out for our snake preview in this issue. It all adders up to one great game. (*Groan! Ed*) **Worth £7.95**



Top Gun
Top Gun is the top box office hit in the States this year. Now the game looks set to do the same in the software charts. Vector graphics will never be the same again. **Worth £7.95**

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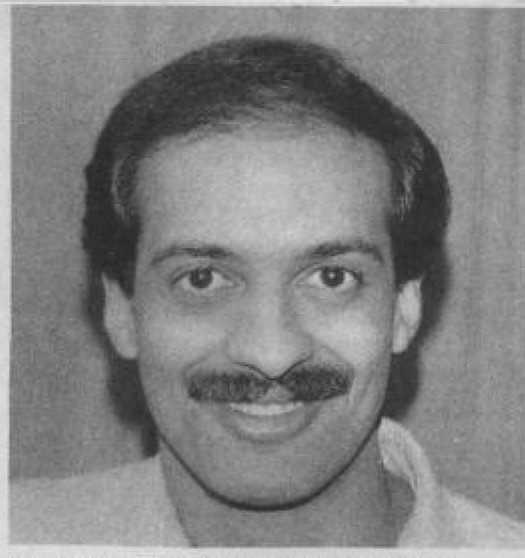
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T.BONE STATES



Does the name Steve Marsden ring a bell? It should! Steve, through his own software development company, is author of such chart-tremblers as Hewson's *Technician Ted* and its latest, *City Slicker*, plus Firebird's *Costa Capers*.

What are T states? Do they punch the clock? *Steve Marsden*'s here to answer these and many other burning questions. Machine code addicts read on . . .

Stand by your assemblers! In this new (irregular) series, I hope to show all you machine code programmers a few techniques that'll help both in the efficiency and speed of your programs. It's not something you'll come across in print very often — once they've developed complex algorithms programmers tend to keep things very close to their chests. Understandable, I suppose, when so many software houses are trying to develop new games in advance of their competitors. But, we'd never make any advances if nobody spilled the beans. So here goes, beans 'n' all!

I'm going to start with 'Crunching The T States'. For those of you who're still wondering what a T state is, let me explain. The Z80, like all other microprocessors, operates with an electronic circuit called a 'clock generator'. This circuit supplies the Z80 with a series of accurate and regular electrical pulses at a very high frequency. This is why it's known as a clock generator; the signals produced are used by the microprocessor as the basis of accurate electronic timings within the chip itself. The various components of digital electronic devices have to have a stable reference signal, so that they can work in a very precise, logical and repeatable way. The 'T state' is used in Z80 technology to indicate the number of clock pulses per machine code instruction.

This accurate means of determining the time taken for the microprocessor to execute each instruction is one of the great advantages a machine code programmer has over a high level language programmer. It's impossible in Basic, for example, to use your Spectrum for any high accuracy timing programs at all. And it's equally impossible to work out how fast (more like how slow!) your program will run. By knowing the various speeds associated with each machine code instruction, it's possible to look into different ways of writing a routine until it's as fast as you want it to be.

The Basics

The 693 Z80 instructions vary four T states to 23 T states. As each T state is one clock cycle in length, it's easy to work out how long it is in seconds. If the clock frequency was 4Mhz for example (four million cycles per second) then one T state is 1/4,000,000 seconds long or 0.25 millionths of a second. Taking the shortest instruction of four T states, then this instruction will take 4 x 0.25 microseconds or 1 microsecond. Easy, isn't it?

The Spectrum, however, has a clock frequency of 3.5Mhz and so the numbers change slightly. Here the T state is slightly longer as the Speccy has a slower clock frequency and works

T TOTAL

SHORT'N'SWEET

Timings	Instructions	Comments
10	LD HL,#4000	;1st address of display
10	LD DE,#4001	;2nd address of display
10	LD BC,#17FF	;length of display-1
7	LD (HL),L	;put a zero in the first address
21xBC	LDIR	;put the first address in the second, ;the second in the third etc, BC times.

Total timings: *10+10+10+7+(21x6143)-5 = 129035 T states.*

= 36.87ms.

Total bytes used: *12*

This is so simple it needs no explanation — it's probably the most used screen clearing routine of all.

LONG'N'LINGERING

Timings	Instructions	Comments
10	LD HL,#4000	;display file start
10	LD DE,#4001	;start +1
7	LD (HL),L	;store zero in first location
4	LD A,L	;make the Accumulator = 256
LOOP:	LDI	;do 24 LDI instructions in one go
16	LDI	
16 etc	LDI — Repeat the LDI instruction 24 times	
4	DEC A	;A = A - 1
10	JP NZ,LOOP	;continue until A = 0 so effectively ;clearing 256 x 24 bytes = 6144.

Total timings: *10+10+7+4+(16x24+4+10) x256 = 101919 T states.*
= 29.12ms
Total bytes used: *60*

The first routine uses the totally automatic instruction, LDIR; this one uses the LDI part of that instruction but repeats it by copying the instruction out 24 times. You could actually take this concept to the limit and repeat 6144 LDI instructions achieving timing figures of 6144 x 16 T states, in other words 29.12ms but you'd need 12K of memory space to get the program to fit!

Since we're concerned with producing fast routines we're therefore not that interested in short routines. Shown below are three alternative ways of writing a routine to clear the Spectrum's screen. I'll start with the shortest method and end up with the quickest one I know. If you know better, write and tell me.

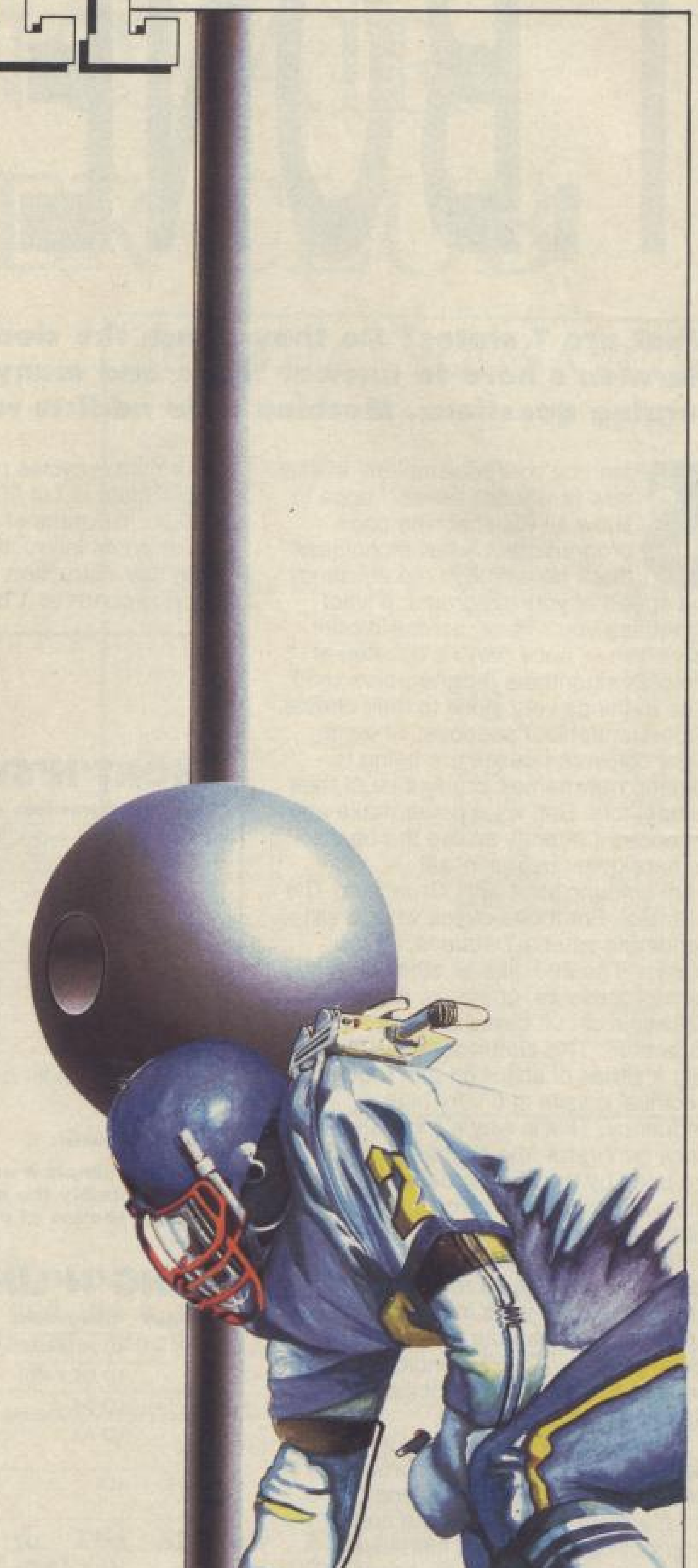
MAKING ADVANCES

Timings	Instructions	Comments
10	LD HL,0	;reset HL
4	LD D,H	;make DE equal to zero by loading
4	LD E,L	;from the HL pair
11	ADD HL,SP	;make HL equal to the stack pointer
4	DI	;an essential interrupt disable
10	LD SP#5800	;make stack pointer = display end + 1
4	LD B,E	;make B equal to 256
LOOP:	PUSH DE	;do 12 PUSH DE's after one another so
	PUSH DE	;in effect loading zero's into each
11	PUSH DE	;location going down in memory
per PUSH	....	;through the display file
	PUSH DE	
13/8	DJNZ LOOP	;repeat if B is not zero
6	LD SP,HL	;restore the stack pointer
4	EI	;as normal

Total timings: *10+4+4+11+4+10+4+(11x12+13) x256+6+4-5 = 37172 T states*
= 10.62ms
Total bytes used: *27*

This is the most advanced method of the three CLS routines described. It doesn't follow normal programming logic of using instructions designed to store to memory with user-instructions. Instead, it uses the automatic stack pointer system which is left out of harms way as it's preset. This rather abstract way of thinking is usually necessary when you're working out new kinds of algorithm.

HYPABALL



Odin

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out to be 1/3,500,000 which is 0.2857 microseconds. This makes our four T instruction 1.143 microseconds in length which is 13% slower than a Z80 machine running with a 4Mhz clock. Lost? Me too! I hate maths and prefer to call it sums. But the bright sparks (both of you) may care to work out the above figures using the Spectrum 128K machine's 3.55Mhz clock which is just a shade faster than the bog standard Speccy.

The Instruction

The number of T states per instruction is determined by the complexity of the function it has to perform. A simple load between two internal registers such as LDA A,B will not require much internal effort from the processor, and it only takes four T states. A more complex instruction such as INC (IX+3) however, needs to do more things internally and so it takes 23 T states to execute. As you become more experienced with machine code, it'll be possible for you to look at an instruction and determine the number of T states just by examining its internal operation. For now though I'd recommend that you either look them up in a table or you just remember them for what they are.

T Tips

All instructions that involve manipulating registers will always be quicker than instructions that access memory in some way.

The next fastest instructions are usually those that involve data, for example loading registers with data.

Using JP instructions instead of JR instructions doesn't always increase the speed if there is a test to be performed by the instruction itself. For example, a JR can be seven or 12 T states dependent on the result of the test, whereas the JP is always ten T states regardless of the result.

Avoid stack operations unless necessary because for every PUSH there'll almost certainly be a POP. Both of these add up to 21 T states and if you used two EXX instructions instead, then it'd only add up to eight T states, or 65% quicker!

Unless you want to design relocatable machine code or you're designing something complex, then try to steer clear of the IX or IV registers. They are the granny and grandad of the instruction set — very wise but very slow and feeble.

CALLing a sub-routine will often result in compact and efficient code. But if space is not a problem, then it's far quicker to duplicate the routine and save on a CALL and a RET. Normally this will only make a lot of difference to the overall speed of the program if the subroutine is CALLed many times.

Any program can be either optimised for speed or for compaction, but not for both. This is the golden rule and it holds true in 99 cases out of 100.

What A State

It should now be pretty obvious that there are several ways of approaching a problem in machine code. From the examples I've given you you can see that we can have a very compact piece of code of only 12 bytes in length or we can be silly and speed it up by repeating the LDI part of the LDIR instruction. But does the gain in speed warrant the 60 bytes? Obviously it'd be better to use the third routine as it's three times quicker and only uses 27 bytes, but this all depends on exactly what you want to do and why.

From the three examples I've given you, a figure can be derived that'll represent the number of T states used to store a zero in each byte of memory to be cleared. In the first routine the total timing is 129035, and if we divide this by the number of bytes to be cleared — 6144, we get 21.00179 T states. Here are the results for all three routines:

1. 21.00179 per byte
2. 16.58838 per byte
3. 6.050130 per byte

As single entities these figures are pretty meaningless but when used to compare routines they're a good way of determining a routine's efficiency and so help you decide which routine to use.

This may all seem rather complicated for something as simple as clearing a screen but the principle can be applied when writing different versions of other routines — comparing them as I've described is paramount in producing fast code.

Obviously speed isn't the be all and end all of everything but by going to these lengths you'll then be able to write routines for any purpose — speed, compactness or simplicity.

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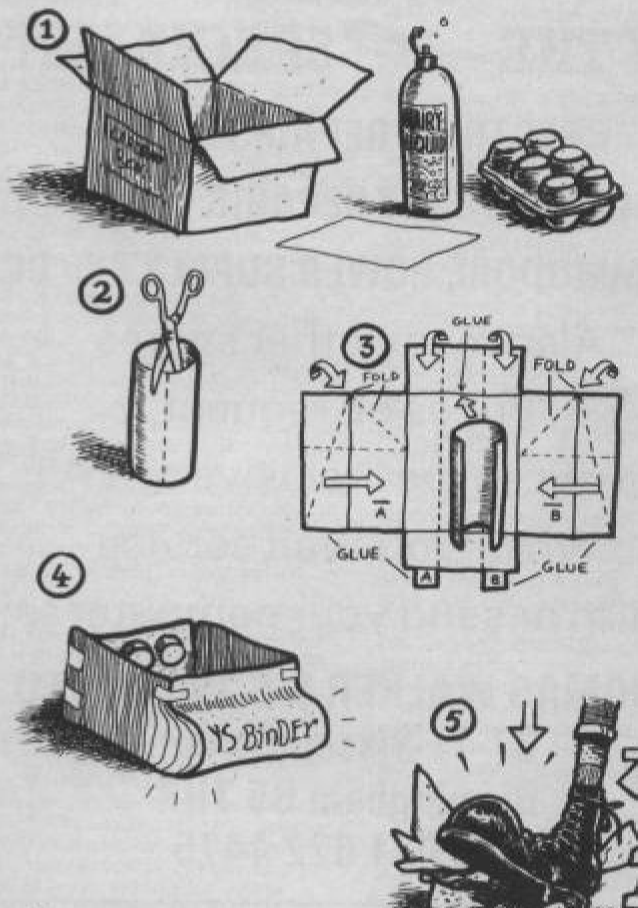
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■ Wanted — microdrive and Interface 1 in good condition and with instructions. Will give up to £400 worth of software in perfect condition. Phone Cumbernauld 22022 after 5pm and ask for Jason.
■ Wanted — *Movie* and *Ghostbusters* — swop for *JSW II* and *Wanted! Monty Mole*. Write to H Sargeant, 97 Eastern Avenue South, Kingsthorpe, Northampton NN2 7QD.
■ Have you got any ideas for a mega-super, number one selling, 48K Spectrum arcade or arcade/adventure game? If so, please explain the game carefully and send it to Richard Coyle, 42b Robertson Crescent, Newburgh, Fife KY14 6AW.
■ Wanted — *Gyroscope*. Will swop for *Impossible Mission*. Write to Stephan Hope, 58 Scotter Road, Scunthorpe, S Humberside DN15 8DR.
■ Games to swop: *The Boggit, Skyfox, Rambo, Chiller, Molecule Man, Spellbound*. Interested? Then write to Russell Gaunt, 9 Sunnyside Avenue, Tingley, Nr Wakefield, W Yorks WF3 1LL.
■ Wanted — Spectrum 48K+ Must be cheap! I can't afford more than £30. Would pay £70 with Interface 1 and microdrive. Phone Brian on (07683) 81027 (day) or (07683) 52298 (evenings).
■ Wanted — *V* by Ocean. Will swop for one of these: *Saboteur, Ping Pong, Spy Hunter* or *Secret Diary Of Adrian Mole* and book. Write to Stephen Hollings, 66 Westwood Aveue, Hitchin, Herts SG4 9LL.
■ Wanted — Alphacom 32 printer. Must be in good working order with paper. Send details to Jon Gajos, 17 Dounehill, Jedburgh, Roxburghshire TD8 6LJ.
■ Wanted — good light pen. Will swop for *Nomad, Bomb Jack, Spellbound*. Write to Dale Pateman, 42 Reservoir Road, Surfleet, Spalding, Lincs PE11 4DH.
■ Impecunious student requires free second hand microdrive cartridges for massive data processing project. Please send them to Purvis, c/o 42 Richmond Road, Rugby, Warks CV21 3AB. Cheap second hand microdrive also required.
■ Wanted. All issues of *Your Spectrum* except issues, 1 14 and 21. Price negotiable. Write to Ashley Rouzel, 108 Abbey Cottages, Willenhall Lane, Binley Village, Coventry CV3 2EN.
■ Wanted — Cheetah SpecDrum and software in vgc. Swop for boxed Currah Speech, *Xaviour, Urban Upstart* and *Zzoom*. Write to Clive Hutchison, Rocklea, Denholme Road, Oxenhope, Keighley, W Yorks BD22 9NU.
■ Wanted — a POKE for *Dynamite Dan II* or some tips for *The Hobbit*. Please send them to Andrew Coe, 35 Heathway, Shirley, Croydon, Surrey CR0 8PZ.
■ Swop Spectrum 128K games including *Nodes Of Yesod, Robin Of The Wood* and *The Rocky Horror Show* for Currah MicroSpeech. Also swop Interface 1, microdrive and cartridges for a Spectrum keyboard such as Saga or Fuller. Phone Mark on (077385) 2219.
■ Wanted — *Virgin Atlantic Challenge*. Will swop for *Formula One Simulator*. Write to Leon Edmiston, 119 Balmoral Avenue, Spalding, Lincs PE11 2RU.
■ Wanted — help on *Hulk*, please. How to lift ring, what use are the fan and mirror? I cannot escape from the tunnel without being crushed by high gravity. Please help, I'm desperate! Darryl Teggart, 11 Willow Park, Clonmel, Co Tipperary, Ireland.
■ Wanted — Sinclair B/W pocket TV. Offers welcome. Write to D Cowmeadow, 7a Seven Stars Road, Cinderford, Glos GL 14 2TG.
■ Wanted — *Spectrum Safari, Sweevo's World, Willow Pat, Yie Ar Kung Fu, Cauldron*. Phone Buxton in Norfolk 207 and ask for Mark after 5pm.
■ RD Digital Tracer for Spectrum wanted. Must be in good condition. Phone 01-311 8947 evenings.
■ Wanted: good spreadsheet program and Dlan by Campbell Systems. Write to Simon Turton, 79 Mildenhall, Tamworth, Staffs B79 8RY.
■ Wanted — Multiface 1 for 48K. Will swop *Knight Lore, Skool Daze, Stop The Express, Ghostbusters* and *The Alchemist*. Phone (0744) 894494 and ask for Andrew.
■ *Atic Atac, Jet Pac, Lunar Jetman, Tranz Am*. Write to T Stewart, 47 Westrock Gardens, Belfast, N Ireland BT12 7LD.
■ Trivial Pursuit wanted. Will swop for other software plus any POKEs, maps, hints for *Wriggler*. Please help before I go mad! Jeff, 26 Harry Price House, Hartlebury Road, Oldbury, Warley, W Midlands B69 1EQ.
■ Wanted: Sinclair printer urgently required. Please write to P Dhaliwal, 29 Carlton Road, Smethwick, Warley, W Midlands B66 2HL.
■ Wanted: Multiface 1 or similar. Will swop Currah MicroSpeech, Pro 5000 joystick and interface and possible software. Please write to Dave Wild, 22 Lansbury Road, Edwinstowe, Notts NG21 9QJ.
■ Wanted: *Deathchase, 3D Terrordaktils, Splat! Mined-Out, Black Crystal, 2-Man*, New Generation's *Escape*, Mikro-Gen's *Scramble*. Will swop for games including *Hunchback, Cookie, Alien, Rapscallion, Pedro*. Phone David on Brighouse 714854 after 6pm.
■ Wanted: Screendump software for the *Art Studio* version 1.5C. 48K Spectrum, Opus Discovery to Epson FX80 or any Opus compatible utilities. Please send list or disks to Paul Carter, 21 Hertford Grove, Eastfield Glade, Cramlington, Northumberland NE23 9FL.
■ Printer and interface for 48K Spectrum. Also word processing software. Phone (0246) 34965 and ask for Peter.
■ *Tower Of Despair* and *Key Of Hope* by Games Workshop. Will swop *Way Of The Tiger, Zoids* or others. Please phone Chris on Thanet 588591.
■ Wanted: Spectrum 128K. Will swop 48K Spectrum, Currah MicroSpeech and demo, stereo music synthesiser (3 channel) and software, plus a 16 line input/output port (control robots, monitor home security etc). £145 plus software. Phone 01-349 1204 and ask for Dylan.
■ Wanted: *Minder* by Dk'Tronics. Will swop *Daley's Decathlon, West Bank, Zzz, Kentilla, Jet Set Willy, Tomb Of Dracula, It's Only Rock'n'Roll* or *Devil's Crown*. Write to Steven Johnson, 4 Parsonage Street, Hyde, Cheshire SK14 1DP.
■ Interface 1 and microdrive and instruction book. Will swop for printer, Kempston joystick and interface. Mine are still boxed and complete with instruction books. Write to Leigh Park, 4 Denbigh Avenue, Cleveleys, Blackpool FY5 3PU.
■ Wanted: a microdrive and multiface for all of this — *Biggles, Empire Fights Back, 3D Starstrike, Starion, Ghostbusters, Ski Star 2000, Wanted — Monty Mole, Psytron, Hunter Killer*, Currah MicroSpeech and light pen. Serious offers only, but willing to make a deal. Write to I Nixon, RAF Upper Heyford, Box 4922, Oxon OX6 7JX.
■ I have over 150 titles to swop. I also have a ZX printer and 16K ZX81. I would like *The Quill* and *Illustrator* and adventure utilities etc. I will answer all sensible enquiries. Roger Brookes, 18 Harborough Road, Rushden, Northants NN10 0LT.
■ Wanted: ZX80, ZX81 Spectrum. Must be cheap and in box if possible. Send details to Adrian Bhagat, 10 Meynell Walk, Netherton, Peterborough, Cambs PE3 6RR.

MESSAGES, CLUBS & EVENTS

■ Please help! I can get a POKE for infinite lives into *Alien 8* but don't know where to jump into code to play game. Any ideas? Any hacking tips appreciated. Ta! Ken Fidoe, 271 Denas Road, Wolverhampton, W Midlands WV1 2AP.
■ Thanks to everyone who replied to my ad. Sorry I didn't reply to every letter — I had about 40 enquiries. Edwin Groot Zwaaftink, Nilantstraat 157, 7415TC, Deventer, Holland.
■ Experiment. Spectrum users only. Anyone with an answerphone machine. Reply this column or phone (0752) 551052.
■ Sue — set the computer up (I love you). Love Mal.
■ POKEs, POKEs, POKEs! Does anybody want any POKEs? If you do, send an sae to POKEs, 35 Heathway, Shirley, Croydon, Surrey CR0 8PZ.
■ Does anyone have POKEs for *Rambo* and *Back To Skool* for the 48K Spectrum? Write to Ian Ferrier, 28 St Ninian Place, St Marys, Dundee, Scotland DD3 9LP.
■ Suisse!! Le Datastore Computer Club est un club pour C64 et Spectrum. Ecrivez nous en joignant votre adresse pour plus de details, nous ne le regretterez pas a The Datastore Computer Club, 10 Rte de la Bossiere, CH-1197 Prangins, Suisse.
■ Software exchange club. Free membership. Exchange your unwanted games. Send sae for details and free membership to On-Spec, 23 Florence Road, West Bridgford, Nottingham NG2 5HR.
■ Hi to all the lads in 4S who are: Lee, Jeff, Mickey, Clevfy, Davison, Denken, Nelly, John, Tally, Wig and Wearsy. From your class mate Wrighty.
■ I'm selling my old computer mags, including loads of *YS* back issues. Write to Paul Hawker, 66 Black Bull Road, Folkestone, Kent CT19 5QU for a price list.
■ Please could someone send me tips for arcade games and adventure games like *Finders Keepers* and *Circus*. Write to Paul Bryan, 39 Lindens, Fairstead Estate, Kings Lynn, Norfolk PE30 4SP.
■ Help! Any tips for *Heavy On The Magick* or *NeverEnding Story* (128K). Please write to P Harper, 17 Greenway, Ordsall, Retford, Notts DN22 7RX.
■ Spectrum Software Hire Club. Membership £2 — refundable. Top titles available. All software originals. Send an sae for more information to Futuresoft, 21 Lovel Road, Speke, Liverpool L24 0ST. Don't delay.
■ Spectrum Adventure Exchange Club. Swop adventures, finish adventures with the aid of our maps, free adventure helpline. Free membership. Full details from SAEC, 4 Kilmartin Lane, Carluke, Lanarkshire ML8 5RT.
■ Anyone interested in forming a Speccy club in the northwest? If you are then phone me on (0942) 607226 and ask for Mark. Let me have your ideas.
■ I need hints, tips and maps for *Spiderman, Hampstead, Lords Of Midnight, Colditz* and *The Rats*. Reward offered for the most tips received. Robert Taylor, 9 Abercorn Court, Haverhill, Suffolk CB9 8LQ.
■ Spectrum owner requires solution to how to get past the screen on *Wanted: Monty Mole* where the coal trucks end. Please write to Danny Reid, Highbury, Flimby Brow, Maryport, Cumbria CA15 8TD.
■ Buccaneer User Group requires more members with a keen sense of humour. More females urgently required to aid our outnumbered female members. Send a C60 quality tape and sae to 24 Eric Close, Forest Gate, London E7 0AY.
■ Hi! Anyone want my ZX81 (best computer around)? Hello to those Commie (*Spit. Ed.*) owners in my class. Anyone out there want *Hurg*? Give me *Boggit* in exchange. Write to 72 Windsor Road, Thornton Heath, Surrey CR4 8HF.
■ I can provide maps for *Ghosts'n'Goblins, Hobbit, Bobby Bearing* and *Robin Of The Wood*. Please send 50p to cover postage and photocopying to Mark Wain, 79 Brookside Drive, Blurton, Stoke on Trent, Staffs ST3 2BW.
■ If anyone has any old or new beer mats they don't want please will you send them to me. Michael Reynolds, 14 Wallbrook Avenue, Billinge, Wigan WN5 7JY.
■ Dear Isabel, I love you. Glad you like the Janet Jackson record. Cuddy me! please. Nice arms, shame about the tan! Lots of love and kisses. Alex.
■ The Adventure Help Club strikes back! Just send an sae to us for more details. One last thing — it's free! This is for you, especially if you own a *GAC*. Write to K Douglas, School House, Detmold Road, Upper Clapton, London E5 9NL.
■ The megateam have arrived! Can your Spectrum handle it? Help! The Bandoos are after me. Dave-2 is unwelcome. Stop scratching your chin. Hey Glen! Look at that sheep? TMT.
■ Tips, POKEs, maps and solutions. Five pages of them! Send 50p and an sae (about 40cm by 40cm). Write to Duncan Wall, 7 Broadmoss Avenue, Newton Mearns, Glasgow G77 5SS.
■ Hi Jo! I know it's a bit late but I told you I would get a message printed. How come you always get to the bus stop before me? Who cares? Anyway, bye. From Lisa (you know, next door).
■ POKEs: loads of POKEs for 30p. Send an sae (any size) to POKEs, 125 Northview Drive, Westcliff on Sea, Essex SS0 9ND. Free poster with every copy.
■ How would you like to join the Teresa Maughan Appreciation Society? (*Not a lot, actually. Ed*). If so then send a blank cheque to Dezzy G, Wallys Town, Outer Mongolia. PS Who is this Kevin Cox bloke? (*That's what we'd love to know. T'zer*).
■ Turbo Tips — the tips and POKEs mag for the Spectrum. Lots of tips, POKEs, maps, complete solutions, news, reviews and previews. Only 75p. Send now for the latest issue to Turbo Tips (*YS*), 6 Sterndale Road, Romiley, Stockport, Cheshire SK6 3LA.

PEN PALS

■ 15 year old male seeks 14+ female. Must own Speccy and be good looking (like me!) (*Me too! Ed*). Please send a picture to Paul Cracknell, 16 Coronation Crescent, Hempnall, Norwich, Norfolk NR15 2RA.
■ Unemployed 27 year old male would like to hear from any female 18+ who's interested in adventure games. If that's you, please send a photo and cheer me up! John Hayes, 389 Park Avenue, Bushey, Watford, Herts WD2 2BP.
■ I am 14 and want a penpal of a similar age. I will reply to all letters. Jason Dix, 25 Pinewood Grove, Midsomer Norton, Bath, Avon BA3 2RH.
■ AC/DC fan wants penpal of any age/sex to swop games/hints. Write to Marcus Fletcher, Broomfield Farm, Dalston, Carlisle, Cumbria CA5 7JL. PS I still love Elinor Jensen, Tamsyn!
■ Male or female penpal needed, aged 14, to swop hints, tips, maps and POKEs. I will answer every letter from any country. Richard Voaden, 52 Down Ampney, Circencester, Glos GL7 5QW.
■ Wanted — a male penpal aged 13–17 who shares my mad keen interest in birds of prey and falconry. Please write to D Davenport, 31 Rising Sun Road, Macclesfield, Cheshire SK11 7UZ.
■ 22 year old Speccy basher needs a female games freak to talk to. Please send letters on tape in Basic to Paul Tompkins, 341 Kenton Lane, Belmont, Harrow, Middlesex HA3 8RT.
■ Spotty, boring, immature, moronic, effeminate, fat, balding, sweaty excuse for a person wants a female penpal of any age. I am 18 and now cannot disappoint you. D Rhodes, 82 Toller Lane, Bradford, W Yorks BD8 9DA.
■ Penpal wanted — 128K or 48K owner to swop games etc. I have over 450 games to swop. Write to Robert Strachan, 12 Rosa Place, Saltcoats, Ayrshire, Scotland KA21 6JW.
■ Any male or female aged 13-16 who went to Pontins Dolphin Holiday Centre in Brixham between 9th and 16th August 1986 please get in touch! Write to Ian Hamley, 150 Wimperis Way, Great Barr, Birmingham B43 7DG. Please send a photo too.
■ I'm 13 and looking for a male or female penpal between the ages of 11 and 15 to swop POKEs, maps and anything else. Write to Garming Cheung, 30 Main Road, Jacksdale, Notts NG16 5JW.
■ 10 year old boy seeking penpal of 9-11 years. I would like to swop hints and POKEs. Write to Simon Reid, 7 Moordale Avenue, Priestwood, Bracknell, Berks RG12 1RX.
■ I'm a 16 year old male seeking a female penpal of around the same age for some fun. All letters will be answered, so write to Simon Butler, 134 Victoria Road, Wargrave, Berks RG10 8AJ.
■ One male Speccy owner (16) seeks fellow Bernard Manning loathers. Must love Rolf Harris, but then who doesn't? (*I'm not sure that I do, actually. Ed*). Please enclose a photo for guaranteed reply. Graham Turner, 13 Ashling Court, Tyldesley, Manchester M29 8QJ.
■ Wanted — any female Speccy owners aged 14-16. Save up for a pen and paper and write to Leslie Forster, 86 Stonecross Road, Hatfield, Herts AL10 0HW. All letters are guaranteed a reply.
■ Male, 16 years old, seeks a female penpal of any age who's interested in football and computers. Write to Jason McAlpin, 13 Chatham House, Lettsom Estate, McNiel Road, Camberwell, London SE5 8PN.
■ Seeking male or female penpal, any age, to swop software with. Please send a photo if you're female. My hobbies are football, trains and almost everything else. Write to Ian Dickinson, 41a All Saints Road, Heaton Norris, Stockport, Cheshire.
■ Help! I want to do screen dumps to a Brother HR5 printer via Interface 1 from 48K Spectrum. Please send any help you can offer to Phil Harwood, Elan, Elcot Lane, Marlborough, Wilts SN8 2BA.
■ Penpal wanted to swop games. Fast and guaranteed reply for all letters received. Send your list for mine to Mantesso Tiziano, Via A M Ceriani No 291C, Uboldo 21040 (Varese), Italy.
■ I'm 16 and I want a male/female penpal anywhere, any age. Needs to be into programming, m/code, playing games and swopping tips etc. Microdrive owners preferred though not essential. Write to Tony Butler, Hillview, Ardattin, Co Carlow, Ireland. PS Hello Frank Reeders!
■ *Colossus 4* player wanted for postal ding-dong versus *Superchess 3.5* at the highest level. Write to Pete Erskine, 18 Queens Road, Wivenhoe, Colchester CO7 9JH.
■ Spectrum and QL owner was abandoned by friends when he revealed he was a fanatical Beatles fan. Student, 18, short, fat and hairy seeks female computer/Beatles addict. Write to Kevin Betts, Kermak, Barton Road, Thurston, Bury St Edmunds, Suffolk IP31 3PD. Come together!
■ Bored Spectrum owner (20) needs female penpal (18–24). Interests include music and sport. Write to Allan Ersser, 29 Yardeley, Basildon, Essex SS15 6DG.
■ 16 year old girl seeks fun loving male aged 16+. I like pop music and having fun. Send a photo if possible. If you can afford a stamp, scribble to Beveley Forster, 86 Stonecross Road, Hatfield, Herts.
■ I have over 900 titles and would like a penpal to swop with. Send your list for mine. Write to Rowan Parker, Ferryloan, Alexandria, Dumbartonshire, Scotland.

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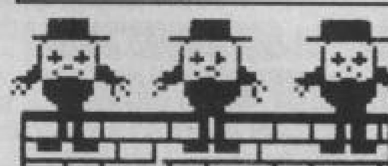
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BACK LASH



Lock up your Speccy — it's that time again. Invasion by alien relatives from far distant corners of the land. Grubby little mitts attached to grubby little cousins who break your joysticks and load games upside down.

Yes, already! It's Christmas again. And the shops are already busy stocking up with Easter eggs.

Doesn't seem like a year since last Christmas, does it? Sitting in front of the telly, too stuffed to move, when you notice the Chrimble turkey defrosting on the armchair, watching it too! And remember dinner? When you moaned that the turkey was tough and then realised you hadn't seen granny for ages!

Time to watch *Bridge Over The River Kwai* for the ninety-millionth time. Couldn't they just once, just for one year, all get killed at the start?

Best of all, now's the time to start dropping hints about what might be a nice surprise for you and your Speccy. Print out your list in giant letters on your last role of ZX printer paper, staple it to the dog's tail and set it off round the garden on an Andrex special.

Gone are the days when you just got socks. Christmas is the time for a whole bunch of new tapes and some juicy bits of hardware.

And don't the software houses know it? Now's the time they pile it on their programmers to get as many new big name games out in time for Christmas.

"Round the garden on an Andrex special"

Take a look at the offerings: *Aliens, Little Computer People* (if you're a big 128K Speccy person), *Gauntlet, Dandy, Fairlight II, Top Gun, Space Harrier* . . . a veritable mouth-watering bonanza to choose from.

How many of them will make it? Which will you get?

The worst thing about Christmas is the waiting. Those last few days turn to weeks as you get more and more excited about the big day. Christmas Eve is a real killer — I used to cheat and go to bed around six o'clock to get it over with. (And often I'd be up at four in the morning 'cos I couldn't wait any longer).

But you get used to waiting as a Speccy basher. Because often the games you crave the most are the ones that actually take the longest to make it into the shops. Big games you probably asked for last Christmas that you might just get this year!

And it's not just a select few. Like *Street Hawk*, (there's a Christmas turkey for you) or the world's longest episode of *Scooby-Doo*. The *Super Bowl* game that missed it. All legends long before their lifetimes.

So if you wait until the game really *is* ready, then wait another month or so before its adverts appear, you've put a lot of money in and not got any out.

For a little company — two guys, one Speccy and a twin-tape on the kitchen table — using up its money this way could be disastrous.

But a big company with lots of games and pots of money should be able to manage a better job; it can afford to invest money in a new game and not see any money back 'till it's finished, duplicated and marketed.

Strange, then, that it's usually the little companies that get their games out on time. And the big ones that create a massive fuss and then go quiet for months on end while they write a game to go with it.

"I used to go to bed at 6 to get it over with"

Not getting games out when they're promised has become a national pastime. There are hundreds of 'em — and that's just the ones you see ads for.

Did you see *Goonies* at the flicks? I might have done but I saw *The Sound Of Music* too and that was a flippin' long time ago. As a special Christmas bonus, you might be able to get the game as a present! Programming a big game (especially if it's going to be original and worth a bob or two) isn't an easy business. Things can go wrong, bugs turn up, changes have to be made. And then things mess up at the tape duplicators.

But business is business and ads have to be put into magazines — sometimes months ahead of when they'll appear. So a software house has got to guess when the game will be finished and book ads for the same time. If the game is late, the adverts still appear and you start waiting.

How much better if companies only advertised when they were ready. This isn't easy because lots of money has to be put into a game to get it finished and the game won't make a single penny until people start buying it.

It isn't just a money problem is it? To sell a movie, TV, comic or whatever tie-in, you've got to get the game out when the movie or TV series is so dead popular, hip and trendy that everyone wants to buy it. And if you can't get the game out in time — well, you can always advertise it can't you?

And hope that someone's still interested when, at long last, the game is ready.

Nasty? Try the cut-throat business of arcade cloning. Everyone fights for the rights to the latest arcade hit — one company gets them and most of the others bring out games that look remarkably like it.

Yet with all these different versions of a game, only one is going to make it as the big seller. How do you make sure it's yours? Simple — advertise first, write the game later?

Makes you want to cry, doesn't it? Some games are all hype, wait and no tape because of accidents. But others are just the result of the same kind of greed that makes you stuff yourself stupid once a year on Christmas pud.

So next time you waste your time looking for a game that's not out, you know what to do — give the software house a ring and remind them about it.

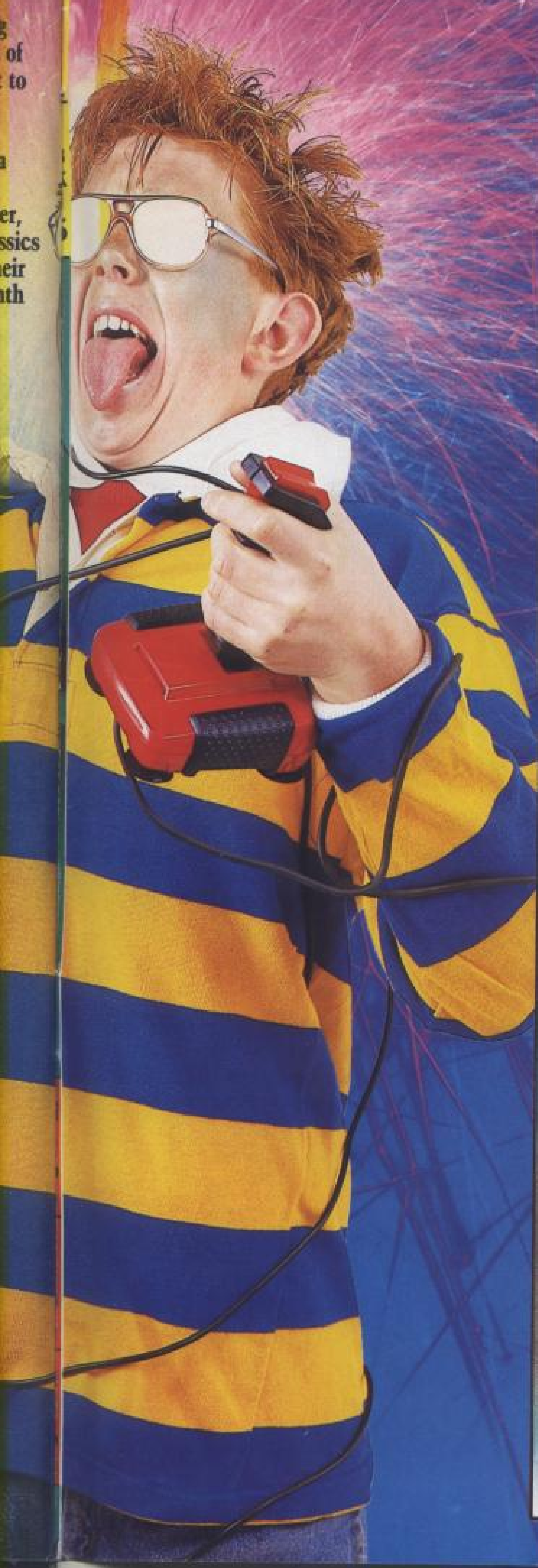
When they say, "It's coming," you can say, "So's Christmas."

Have a good one won't you?

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